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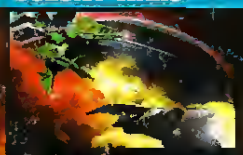
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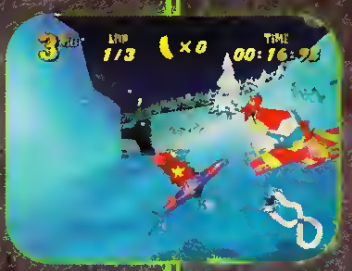
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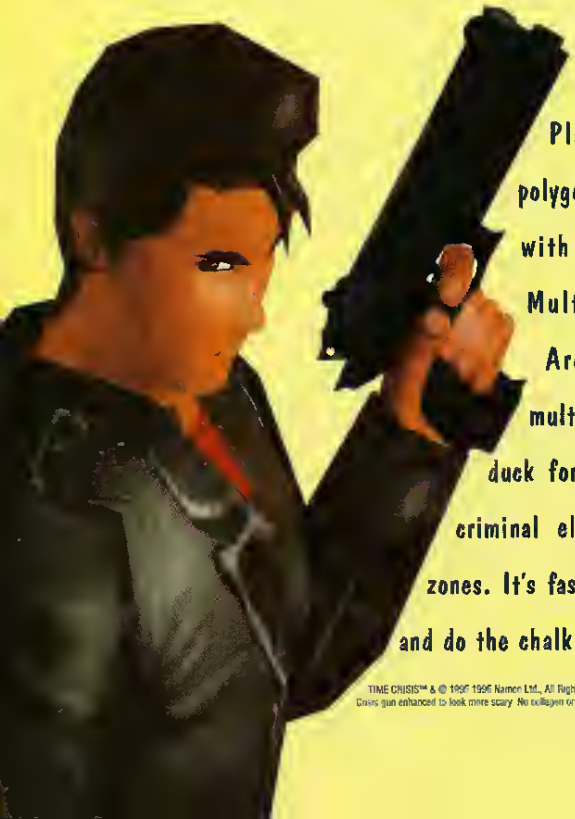


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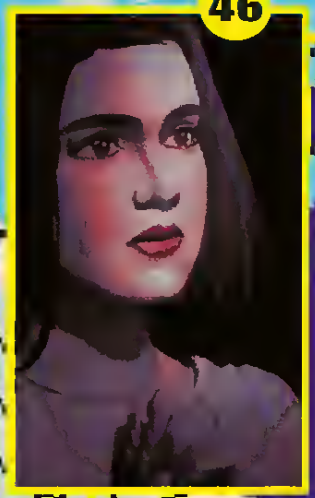
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NOVEMBER 1997

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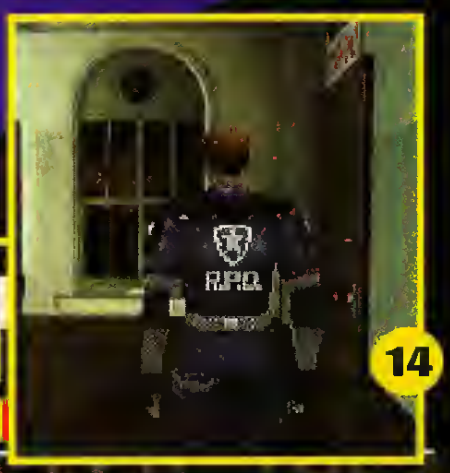
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STAFF SECRETS



Chris Bieniek turns into a roaring lion whenever somebody tells him that they play video games with the sound off because they'd rather listen to the radio or some audio CD. He snores like one, too.
Current Favorite Games: Treasures of the Deep, Rampage World Tour, RayStorm, Mog House



On a recent trip to London for the European Computer Trade Show, **Jim Loftus** was surprised to find surveillance video cameras on every street corner. "It's like a giant game of *Syndicate*!" he exclaimed.
Current Favorite Games: Fighting Force, Auto Destruct, G.A.S.P., Burning Rangers



Associate Editor **Tyrone Rodriguez** has a Sega CD-X system hooked up as a CD player in his car. If he gets sick of Robert Miles, he just pops in his *Streets of Rage* cartridge and listens to that.
Current Favorite Games: Bushido Blade, GoldenEye 007, Croc, Diddy Kong Racing



Ione Flores gets up early to catch reruns of *Little House on the Prairie* on WTBS. Her Walkman also picks up the audio from TV stations, so she can listen to the local *Little House* broadcasts at work!
Current Favorite Games: Crash Bandicoot 2, Bravo Air Race, Mole Mania, Doraemon 64



Glenn Broderick recently went "alpine sledding" in Vermont. He hit a bump, wiped out and shredded half of his body, cheese-grater style—proving to the rest of the *T&T* staff that we're all safer at home.
Current Favorite Games: Mortal Kombat Mythologies: Sub-Zero, Mortal Kombat 4, Duke Nukem 3D, Soul Blade



Contributor **Nikos Constant** loves the new Ruffles with "The Works" (cheddar, sour cream, bacon and chives) but admits that they really don't taste like baked potatoes, as the ads claim.
Current Favorite Games: Mystical Ninja 64, GoldenEye 007, Marvel Super Heroes, Top Secret



Betty Hallock wants to know why no publisher has picked up the rights to do a *Fabulous Furry Freak Brothers* video game. "You could have Country Cowfreak in there as a secret character," she says.
Current Favorite Games: Medieval Madness (pinball), Puzzle Bobble, Psycho Pigs UXB, Frankie Goes to Hollywood



Contributor **Adrian Sanchez** quit his job as a bicycle messenger after just two days because he wasn't allowed to jump over semi trucks and smash into pimps on the sidewalk, like in *Courier Crisis*.
Current Favorite Games: Tekken 3, Vampire Savior, Final Fantasy VII, Street Fighter Alpha 2



Ara Shirinian dropped the letter "y" from this month's *Colony Wars* strategy guide, which led our Copy Chief to believe that it was a game about intestinal distress rather than an outer space shoot-'em-up.
Current Favorite Games: Galactic Pinball, Vertical Force, Point Blank, Gradius Gaiden



Jason Wilson scored a one-of-a-kind souvenir during the *Mortal Kombat 4* Road Tour: one of the huge *MK4* banners from the Enchanted Castle in Lombard, IL. Uhh...you did *ask*, didn't you, Jason?
Current Favorite Games: Street Fighter EX Plus, Mortal Kombat 4, Street Fighter III 2nd Impact, Fighting Wu-Shu

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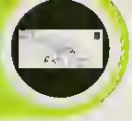
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LETTER OF THE MONTH

Here it is: the best darn "Letter of the Month" that you can ever receive! Oops...I forgot, though. I'm Canadian, so I'm not sure that the chances of my letter being printed are high.

You know, I can't help but notice that you hardly print letters from your Canadian friends. You must come to realize that we, your Northern friends—your NEIGHBORS—love your magazine as much as everyone else...although I must admit that I am your biggest fan. I read your magazine regularly and it amazes me to see all of the strategies and tips that you provide. They're very useful to us game lovers.

Well, I gotta go now, so to conclude my letter, I'd like to say that in the future, we Canadians hope to have an equal amount of letters published as your American fans.

—Tony Haiek
Leamington, Ontario

Thanks for the interesting letter, Tony. We love our Canadian readers; if you look at recent issues, you'll see several letters in the Readers' Tips *section that prove it. Unfortunately, we can't honor your request to print an equal amount of Canadian letters because we simply don't get as many of them. This surprises us, because your country is so darned big! In fact, our most recent audit reports tell us that only 5.3% of our readers live in Canada; that's down from 7.6% in 1994. Heck, we thought* **you** *were ignoring* **us***!*

Here's an idea: If you're as proud of your country as you seem to be, why not write back and tell us what it's like to be a Canadian video gamer? What are your arcades like up there? How's the Saturn holding up? What about Canadian game developers? The only one we're familiar with is the Canadian branch of Electronic Arts, which has produced some fantastic sports titles over the years. Are there any Canadian video-game magazines?

Get back to us when you can, neighbor; in the meantime, enjoy the copy of Time Crisis *that we're sending you for the PlayStation as your prize for winning our "Letter of the Month" contest.*

STICK FIGURE

I am an unhappy Nintendo 64 owner. I saw a Nintendo 64 joystick for sale; the problem is that it's not for the N64! It's for the PC! Why didn't they make it for the Nintendo 64 instead of the PC?

—Peter Huynh
Lexington Park, MD



No, this is not a Nintendo 64 controller. Go figure.

We didn't understand your letter at all, Peter—and you have to admit, it doesn't make a lot of sense. When is a Nintendo 64 controller not a Nintendo 64 controller? Then we saw it ourselves; a nice, big joystick controller with the familiar cube-style "N" Nintendo logo on it. Sure enough, it's not a Nintendo 64 controller at all! What's going on here?

We did a bit of research and found out the following info: This controller is called the "NJS-3D1" PC computer joystick, and it's manufactured by a company called Laral Group LLC from Farmingdale, New York. It looks like a pretty decent PC controller, but gee whiz, what's with the Nintendo logo? It turns out that Laral has licensed the Nintendo name and logo for an entire line of personal computer peripherals; this is just the first! Can you imagine how confusing it would be if you walked into your local video-game store and found modems and 3-D goggles with that same logo on them? Seems a bit misleading to us; we always thought that the "cubed N" logo represented the N64 product line. The bottom line seems to be this: If it doesn't say "64," then who knows what system it's for?

A FISHY QUESTION

I would first like to say that your magazine is the most intellectually stimulating read that I have had in a long time. If I had the choice between eating fish or your magazine, I'm sure eating your magazine would do me much more good than the fish. Well, enough brown-nosing. I just wanted to ask your opinion on buying a game. I'm having trouble choosing between *Tekken 2* and *Iron & Blood*. Which would you recommend over the other?

—Chris Turcotte
Victoria, B.C.

Go with Tekken 2, *Chris; it seems to have better graphics and deeper gameplay. Can't you rent games up there in Canada?*

TOKEN OF THE MONTH



This month's token comes from the Funspot arcade in Weirs, New Hampshire. It was sent in by Danny Marcucci of Woburn, Massachusetts. Thanks, Danny!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to.

Token of the Month
Tips & Tricks Magazine
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WISHFUL THINKING

There is something I've been pondering ever since I got my Nintendo 64: What if Nintendo, Sony and Sega came together and made the most awesome, perfect game system of all time? They could call it "The NSSES," which stands for Nintendo/Sony/Sega Entertainment System. Then maybe, just maybe, there wouldn't be so much hassle over which system is better. I think that would be cool.

Well, I must go now, but I leave with some words of wisdom: Play 'til you can't play any more...then play some more.

—Bradley Fredrick
Grand Prairie, TX

That's a wonderful idea you've got there, Bradley, but there are a lot of unfortunate reasons why it will never happen. All three companies want to be number one, and all three seem to believe that their own hardware is the best on the market—so how do they agree on the specs of the "NSSES"? Heck, you'd probably never even get them to decide if the software would be cartridge-based or CD-based.

There are also plenty of reasons why you wouldn't want them toi work together, anyway—believe it or not! What if there really was only one game system? You know, the competition between these three giants is one of the main reasons why there are so many great games on the shelves today. If there was one giant conglomerate which had the industry all to itself, what would be that company's motivation to keep making better games?

Of course, we shouldn't say that this will NEVER happen. There's always a possibility that one or more of these companies could merge together as the result of one company buying the other outright. Look at the leaders of the American arcade industry from the early '80s: Williams, Bally, Midway, Atari Games...now they're all the same company. So you never know...

PICKET LINE

I love to read your Select Games section. I think that you should put a certain amount of "picks" on a game! For example, if you guys really like a game and you're going to make it a T&T Pick, you can decidehow many "picks" you're going to give it. So your favorite games can be rated with three or four "picks"!

—Joseph Carione
Pickering, Ontario

"Pickering," eh? That's a good one, Joseph!

Seriously, we like your idea, but we decided not to do it for several reasons. First, as the #1 Video Game Tips Magazine, we often have to remind people that we don't review games; we're just here to give you codes, cheats and strategy tips on how to play them. The purpose of the Select Games *section is just to tell you what games are coming out so that you can fill out the response card and tell us which ones you want us to do strategy guides on. Simple as that.*

Now, when we designed that section of the magazine, we decided to use the "T&T Pick" symbol to identify certain games which we had played and really liked. The one rule we set up, however, was that we won't give a "pick" to a game that we haven't actually **played** *yet. That's why, if you look back at past issues, you'll see that games like* Tomb Raider 2 *or* F-Zero 64 *did not get "picks", even though we're sure they're gonna be great! If we started to give two or three picks to some of the games, we're afraid that it would just make the* Select Games *section more confusing. But hey, thanks for the suggestion!*



EIDOS INTERACTIVE

You've been warned.

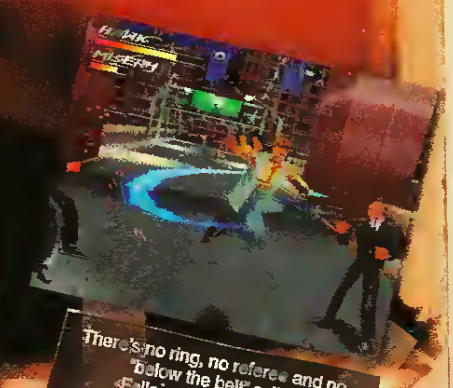
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"LOOK BOTH WAYS BEFORE CROSSING THE STREET. THEY USUALLY ATTACK IN PAIRS."

- Hawk Manson

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RESIDENT EVIL 2

TRIAL EDITION

by Jim Loftus

Like a tasty hors d'oeuvre, Capcom's *Resident Evil 2 Trial Edition*—included with their recently released *RE Director's Cut*—is a quick fix before the main course. Even though it's fairly short (you didn't expect Capcom to spill the whole *thing*, did you?), we feel it is our duty as the number one tips magazine to provide you with all there is to know about this incredible disc. Don't be scared...enjoy!

1 business district



The initial onslaught. You can choose to engage the 3 zombies on your way to the gun shop or simply avoid them with a zigzag pattern.

2 gun shop



Once the shopkeeper stands guard, go behind the side counter and grab the two boxes of ammo from the shelf.



Next, retrieve the can of heal spray from the shelf next to the back door.



Move toward the typewriter, turn around and head for the back door. This will prompt the attack cinema. Kill the zombie intruders.



Walk over and pry the shotgun from the shopkeeper's cold, dead hands (arrow). Exit via the back door.*

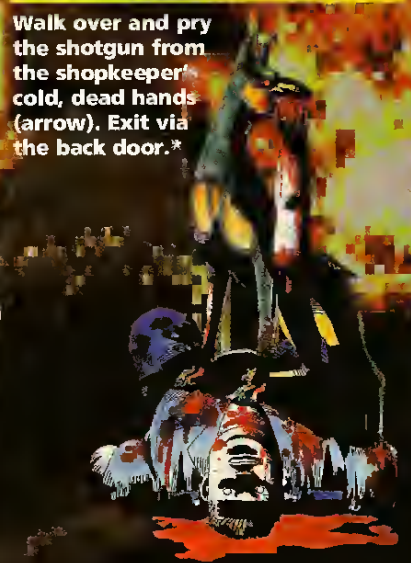
3 back alley



This playground is packed with murderous monstrosities. Luckily they're fenced in. Blast 'em or just pass 'em by.



The zombies near this series of dumpsters pose little threat. Avoid them and proceed to the gate.



4 r.p.d.



The area beyond the gate is set up in an oval fashion. The underground passage is empty. Head into the R.P.D. building.



Move to the rear of the main hall (1st floor) and grab the box of ammo sitting at the computer workstation.

* Player's Note: Keep in mind that you can bypass the attack cinema by heading straight for the back door. Unfortunately, you'll hear the screams of the shopkeeper once you get outside. In other words, there is no way to avoid his death.

5 door number 1



Go through the door at the rear of the main hall. Kill the two zombie cops immediately as you walk in.



You'll find a second shotgun in one of the lockers (arrow). Next, grab the box of ammo next to the party favors on the table.

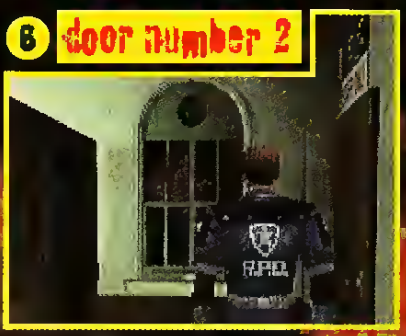




Move to the back room to waste the third zombie. It's close quarters, so you may want to draw him out. Take the "P" key from the desk.



6 door number 2



Go back and unlock the double doors with the "P" key. Inside, you'll catch a glimpse of something moving past the window. Yikes!



Two shotgun blasts is all it takes to kill this tongue-lashing beast. Enter the door at the end of the hallway.

7 briefing room



Enter the Briefing Room (the next set of double doors). Grab the ammo on the table near the podium. Next, move to the back storage room.



Use the lighter to start a fire in the fireplace. This will burn a hole in the painting, causing a red gem to fall. Grab it and exit the room.

8 zombie duo

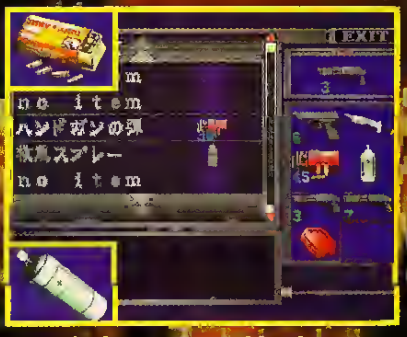


Advance down the hall and open the next door. Kill or simply avoid the male and female zombies.

9 photography room



Enter the Photography Room under the stairs. You'll want some space in your inventory, so open the trunk and drop off unwanted items.



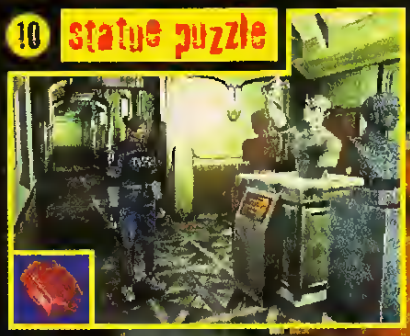
Grab the ammo and heal spray from the trunk if you need them. Unfortunately, the adjacent darkroom is empty. Wahhh!

Resident Evil 2 Trial Edition

* Player's Note: Unfortunately, the gems in the trial version of *RE2* do nothing for the player. The gems are merely a sampling of what's in store for the full version of the game when it becomes available early next year.



10 statue puzzle



Move up to the 2nd floor. To obtain the next gem, two statues must be moved. Push each statue—one at a time—onto the grates in the floor...



...so that each statue faces the larger one in the center. Grab the gem*. Proceed through the next door (arrow).

11 dispatch office



Quickly take out the zombie cop and head into the Dispatch Office (the door marked "S.T.A.R.S").



Don't go near that flashing light just yet! First, check out the S.T.A.R.S. group shot hanging on the wall. Look—there's Jill and Barry!



For some frightening insight into recent goings-on, snag the journal lying on this desk.



There is a can of heal spray tucked away in a first aid bag; you'll find it hanging on the far wall.



Now, approach the light on the dispatcher's control panel and press the search button: it's an "L" key.



But it's all for naught! The tantalizing demo comes to an abrupt end when this mysterious woman takes a shot at you. Who could it be?



A Taste of Things to Come...

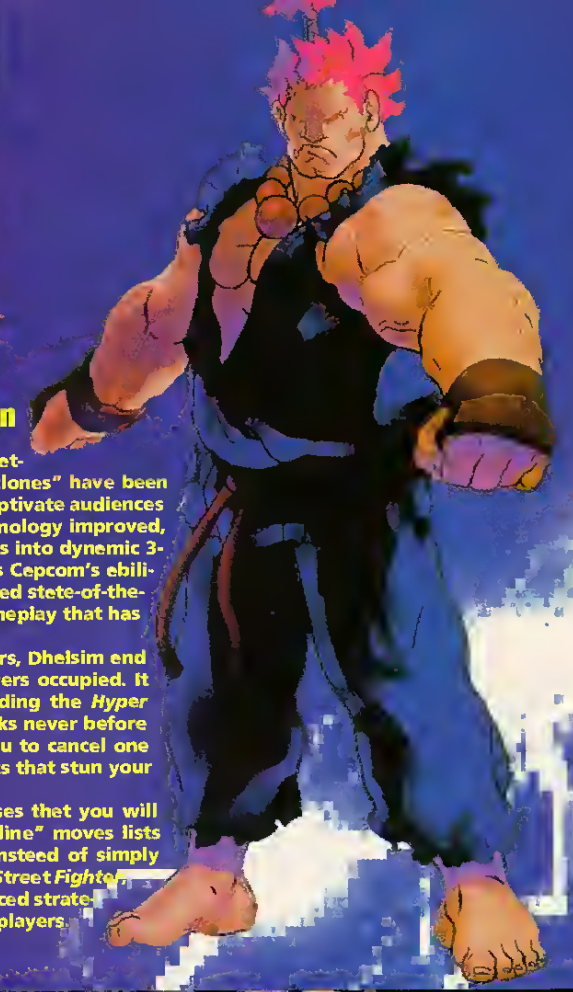


First off, when *Trial Edition* arrived at the office, all work came to a screeching halt. Just as we did back in October of 1995 (the month when the first playable disc of *Resident Evil* came into our office), we powered-up the PlayStation, turned out the lights and gathered around the television. We had a number of bone-chilling experiences while playing, but some instances had us literally jumping out of our seats. The scene involving the creature moving past the window caused the entire *T&T* staff to look at each other in *horror*. It was written on everyone's face: "What was *that*?!?" The other instance involved walking past a series of boarded-up windows. These were the same windows we had walked by earlier, but this time—CRASH!—bloody zombie arms came smashing through the boards to grab Leon! Heart-stopping, to say the least. The bottom line is this: At $39.95, no fan of *RE* should be without *Director's Cut* and the *RE2 Trial Edition* disc that comes with it. If the sequel—currently slated for a January 1998 release—turns out as wonderfully as the demo indicates, then all of the delays will have been entirely valid. Rest assured, *Tips & Tricks* will be there to expose every nook and cranny when it hits!


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Street Fighter EX Plus





by Jason Wilson

A lot hes chenged in the 10 years since the introduction of the greetest fighting game series of ell time, *Street Fighter*. Countless "clones" have been creeted by video game developers worldwide in an attempt to ceptivate audiences the wey *Street Fighter II* did in the eerly '90s. As polygon grephic technology improved, meny fighting games heve evolved from "flet" two-dimensional planes into dynemic 3-D environments. If there's one thing thet hesn't chenged, however, it's Cepcom's ebility to dominete all imitators. With *Street Fighter EX Plus*, it hes introduced stete-of-the-art grephics technology without secrificing the incredible depth of gameplay that has been the hellmark of the *Street Fighter* series.

Besed on the *EX* arcade geme, *EX Plus* is an updete with new fighters, Dhelsim end Sekure, elong with meny new and exciting geme modes to keep pleyers occupied. It borrows elements of several of the 2-D *Street Fighter* gemes—including the *Hyper Fighting* and *Super Turbo* editions of *Street Fighter II*—and adds ettecks never before seen in a *Street Fighter* game; nemely, Super Cancels, which ellow you to cancel one super move into the next, end Guerd Breaks, which are unblockeble hits that stun your opponent, using one level of your Super meter.

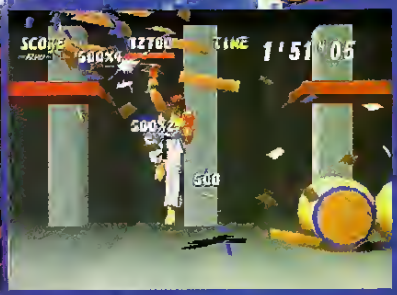
The characters in *EX Plus* all have specific strengths end weeknesses thet you will read about through the course of this guide. The geme includes "on-line" moves lists right in the geme, so we'll focus on individuel cherecter stretegies insteed of simply rehashing each fighter's special ettecks. We cen't make you the king of *Street Fighter*, but if you read cerefully you will become more familiar with the edvenced strategies involved in this game, which should give you en edge over many players.

Secret Characters

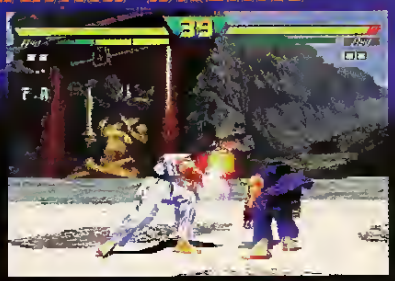


To pley as Evil Ryu, Evil Hokuto, Cycloid Bete or Cycloid Gemme, you must eem these cherecters by mastering the "Expert" mode in the Prectice menu. By doing this, you can elso eem a new option at the practice menu called "Bonus Geme", which is e 3-D version of the berrel-breeking bonus round in the original *Street Fighter II*. If you can't pull off ell of the moves end combos thet ere necessery to unlock the extre cherecters or the bonus round, we'll have some codes in our next issue thet will allow you to get them instently.





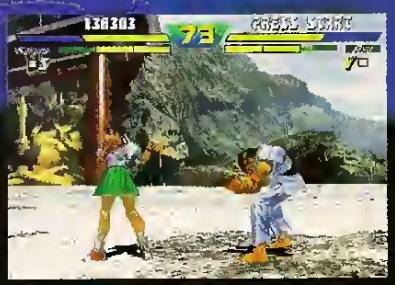
Guard Breaks



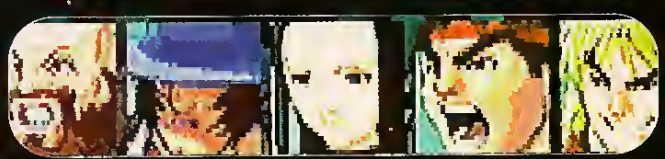
Generally, these unblockable stun moves ere slow—and eesy to see coming—but there ere weys to make them unpredicteble with a bit of distencing end set-up meneuvering. One wey to surprise your opponent is to perform the Guerd Break when they ere jumping at you, es they are usuelly not expecting e Guard Breek. From a distance, welk beckwards. If the opponent jumps et you, immedietely perform the Guerd Breek as they lend. Keep a close eye on your distence from the opponent—it should be slightly outside of low Roundhouse sweep renge.

Taunts

Some—meybe ell—of the cherecters heve secret teunt moves, some of which can actually be used during combos for that extra bit of opponent humiliation. Here ere three of the known teunts in the geme; note thet eech of them must be entered extremely quickly.



Skullomanie	→ ↘ ↓ ↙ ← ↖ ↑ + any **Punch**
Dhelsim	→ ↗ ↑ ↖ ← + any **Kick**
Sakura	**Short Kick Short Kick** ← **Jab Punch Fierce Punch**

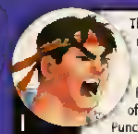


CHARACTER RANKINGS

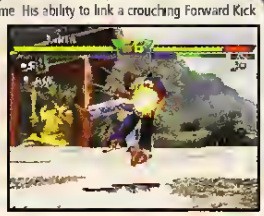
To rank the fighters' raw skills, we set up the game in "Watch" mode and tallied the results as each character fought ten matches against every other character in the game—that's 220 fights per character, a total of 2,530 match-ups! The leader was D Dark, who won 59.5% of all of the computer-controlled fights he participated in. M. Bison and Cyclroid Beta came in at about average, and Dhalsim took the low-man spot on the totem pole, winning a pathetic 28% of his computer-controlled matches.

1) D. Dark—131 wins
2) C. Jack—129 wins
3) Blair—125 wins
4) Ken—123 wins
5) Garuda—121 wins
6) Pullum—120 wins
6) (tie) E. Ryu—120 wins
8) Evil Hokuto—119 wins
9) Skullomania—118 wins
10) Sakura—115 wins
11) Akuma—114 wins
12) Bison—111 wins
13) C. Beta—108 wins
14) C. Gamma—107 wins
14) (tie) Zangief—107 wins
16) Hokuto—105 wins
16) (tie) Kairi—105 wins
18) Ryu—103 wins
19) Chun-Li—102 wins
20) Guile—101 wins
21) Allen—94 wins
22) Darun—89 wins
23) Dhalsim—63 wins

RYU



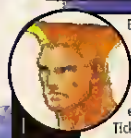
The original is still the best—sort of. Ryu hasn't lost much, he's still one of the more formidable challengers in the game. His ability to link a crouching Forward Kick into a Hadoken can keep opponents at bay, the same is true of his Super Fireball, which does a decent amount of damage. If the range of his Dragon Punch is not enough to knock away an opponent, use a crouching Fierce Punch for quick damage. Fast sweeps and classic Fireball/Dragon Punch patterns confuse opponents into making mistakes. His Hurricane Vacuum Super also works wonders as a surprise to opponents when a projectile is thrown.



COOL COMBOS

Beginner	Jump in with a Fierce Punch, do one standing Fierce Punch, then connect with a Hadoken or Hurricane Kick
Intermediate	Jump in with a Forward Kick, do one crouching Forward Kick and go from there into a Hadoken or Shoryuken
Advanced	Jump in with a Roundhouse Kick, perform one crouching Forward Kick followed by a Hadoken, next, cancel into a Shinkuu Hadoken and finish with a Super Hurricane Kick

GUILE



Ever since *Street Fighter II Champion Edition*, Guile has been weakened and given no new special attacks. Beyond new super moves, Guile is identical to his *Champion Edition* self. Only game design and gameplay factors help this World Warrior to maintain his position as a moderate threat. Since there really isn't a corner to this game, Guile's pressure tactics have been greatly limited to the following standard strategy: Tick away the opponent's energy with crouching Forward Kicks, steadily throwing Sonic Booms while also charging for the Flash Kick. Unlike Charlie from *Street Fighter Alpha*, Guile's crouching Fierce Punch has high priority over jumpers. Super moves should be used sparingly, and only during combos to avoid leaving yourself open to counter attack.



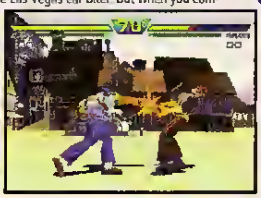
COOL COMBOS

Beginner	Start with a crouching Strong Punch and go from there to a Sonic Boom or Flash Kick
Intermediate	Jump in with Fierce Punch, do one crouching Jab Punch and end with a Sonic Boom
Advanced	Jump in with Fierce Punch, perform two crouching Jab Punches, then cancel into a Sonic Boom and cancel again into the Somersault Justice

CRACKER JACK



One word: Balrog. He may not look like the Las Vegas ear biter, but when you combine his projectile deflection ability, dashing uppercuts and Final Punch charge ability (holding three punches or three kick buttons) you basically have a souped-up Balrog with more combos. His standing Roundhouse Kick is great for keeping the enemy at a distance, and his crouching Fierce Punch is perfect against jumpers, the dashing uppercut falls short in the same situation. With his strength and speed, Jack can really play ball with anyone in the game.



COOL COMBOS

Beginner	Jump in with a Fierce Punch, continue with a standing Jab and connect with a Dash Straight
Intermediate	Jump in with a Fierce Punch, perform one standing Forward Kick, cancel into a Dashing Straight Super then immediately super cancel into the Dashing Grand Super
Advanced	(You must hold all three Kick buttons to do this combo) Jump in with Fierce Punch, do one crouching Fierce Punch, then—while holding diagonally Down and Back—release the Kick buttons for a Final Punch, then go into a Dash Super

ZANGIEF



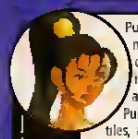
What would *Street Fighter* be without the obligatory grappling character? Zangief is exactly like his *SSFII* counterpart with a new super move, the super stomp. Strength is still Zangief's main asset. With improved sweep range—but still highly volatile against ground attacks—Zangief's Jumping Body Splash is quite possibly the best set-up attack. The Spinning Piledriver is all he has, set this up wisely, but do not play "foot" games. Zangief will be dominated. Going from a crouching Short Kick into the Spinning Piledriver still works as an effective cheap maneuver.



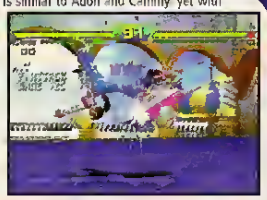
COOL COMBOS

Beginner	Do one crouching Strong Punch, then go into the Lariat
Intermediate	Jump in with a Roundhouse Kick, follow with a crouching Forward Kick and cancel into his Super Stomping attack

PULLUM



Pullum Puma is a unique character, she is similar to Adon and Cammy, yet with more moves. Her super cancels and constant pressure moves make for interesting match-ups indeed. Her arsenal can keep opponents off guard. Pullum's Teneru kick flies over projectiles, and her Resuaru Kaana Super attack has high priority as a wake-up move. Use Pullum's Drill Purusu with Short Kick to bounce away from opponents unharmed.



COOL COMBOS

Beginner	Jump in with Fierce Punch, follow with a crouching Short Kick and connect to a Drill Kick
Intermediate	Jump in with Fierce Punch, then immediately do the motion for the Drill Purusu to connect
Advanced	Jump in with Fierce Punch, then a crouching Short Kick and connect to a Drill Purusu using Short Kick, next, cancel into Resuaru Kaana using Roundhouse Kick

EVIL RYU



Is it me, or does Evil Ryu seem slower than original Ryu? Other than his Rising Dragon Super move and Shungokusatsu Super (similar to Akuma's Raging Demon), Evil Ryu is an exact clone of Ryu with different grunts. The basic concept to win is still the same. Shoryuken/Hadoken patterns get the job done. Evil Ryu's Hurricane Kick in succession is practically useless. Only use this move to confuse novice players. Use his teleport only when trapped, and in sticky situations.



COOL COMBOS

Beginner	Jump in with Fierce Punch, then do one crouching Roundhouse Kick
Intermediate	Jump in with Fierce Punch, do a standing Fierce Punch, then cancel into the Shinku Hadoken
Advanced	Jump in with Fierce Punch, then perform a crouching Strong Punch followed by a crouching Forward Kick and cancel into a Shoryureppa

M. BISON



The rebirth of the Psycho Crusher! Now that Bison has his Psycho Torpedo back (instead of the slow fireball initiated in the *Alpha* series), Bison players will be having *SSFII Turbo* dreams! His teleport is extremely useful to get out of tight spots, as is the Knee Press Nightmare Super move. Constant poking and Knee Presses with Short Kick will tick at the opponent's energy while keeping them guessing. Bison does not have his Devil Reverse, but his Head Stomp is still useful.



COOL COMBOS

Beginner	Jump in with Roundhouse Kick, follow with a crouching Forward Kick and connect to a Roundhouse Kick Double Knee Press
Intermediate	Jump in with Roundhouse Kick, do two crouching Strong Punches, then cancel into the Double Knee Press
Advanced	Jump in with Roundhouse Kick, perform two crouching Strong Punches, then one crouching Forward Kick into the Knee Press Nightmare

PlayStation strategy

DHALSIM



Ugh! What's wrong with this picture? 3-D Dhalsim is *so slow!* Only his teleport is improved. His drills are about as exciting and effective as Dan is in *Street Fighter Alpha 2*, his Yoga fire has no reach, his Super Inferno has no range...well, at least he can taunt during the match...so he is useful for something! Dhalsim's Roundhouse Ground Slide is now blockable against airborne opponents. His limbs have delays similar to on-line gaming latency. Even Guile can destroy Dhalsim! However, his new Drill Kick Super is effective for striking the opponent at least once before they slaughter you. However, his Yoga Rejendo Super move is a good surprise tactic.



COOL COMBOS

Beginner	Hold diagonally Down and Back and press Short Kick, do a crouching Forward Kick, then connect to a Yoga Fire
Intermediate	Execute the Yoga Flame then quickly cancel into Yoga Rejendo
Advanced	A deep Roundhouse Drill kick, then a crouching Forward Kick slide and Cancel into a Yoga Inferno

D. DARK



Well-balanced moves and originality make Dark an extremely fun character to use. Not only is he in the top tier of the World Warriors, but he has the power and the confusion factor to boot. He can be used as a distance fighter or in-close combo king. Dark's explosions—coupled with wire attacks—keep his opponents at bay. A Roundhouse Kick or timed Kill Blade will discourage the opponent from jumping, keeping them in a position where they will be branded relentlessly by wires and explosions. Both of Dark's Super moves cancel well from regular moves, look stylish, and keep the opposition backed up against the wall.



COOL COMBOS

Beginner	Jump in with a Fierce Punch, perform a crouching Forward Kick and end with a Kill Blade
Intermediate	Jump in with a Roundhouse Kick, do one standing Roundhouse Kick into the Dark Shackle attack and cancel into a Kill Trump
Advanced	Jump in with Fierce Punch, follow with a crouching Forward Kick, then into the Dark Shackle

CHUN-LI



What happened to her Kikkoken? All of a sudden, the strongest character in *Street Fighter Alpha 2* has been weakened considerably. Fortunately, Chun-Li is still one of the fastest fighters in the game, with her crouching Roundhouse Kick going under most projectiles. The Spinning Bird Kick is now accomplished with a rolling motion, and her new flying Swallow kick is sure to catch opponents off guard the first few times they see it. Use Chun-Li's Lightning Kicks Super in a combo or immediately trigger the Super move again if the opponent blocks. More than likely, he or she will fail to block a second time, and the full effect of the Super attack will take place.



COOL COMBOS

Beginner	Start with a Flying Swallow Kick and connect to a Forward Kick and press rapidly
Intermediate	Begin with a Spinning Bird Kick, then cancel into a Senretsukyaku
Advanced	Jump in with Forward Kick, do a crouching Forward Kick and press rapidly for Lightning Kicks, then cancel into Senretsukyaku

KEN



Canceling super moves into one another is the best way to implement strategy into Ken's game. His roll has been slowed down, so your opponent will see it coming and not become as vulnerable to a cheap throwing festival. Ken's strategies are similar to those of Ryu: using fast sweeps and combo Fireballs from crouching Forward Kicks to keep the opponent away. Ken's strength has always been a factor in the game, but now more than ever, it is needed to make up for his slightly slower reaction time. Ken's ducking Fierce Punch is effective if you're out of Shoryuken range, and his Shoryureppa Super move is great for beginning a deadly super cancel combo, ending with the Shinryuken. Much patience is needed to defeat Ken, as once again he is near the top of the rankings chart.



COOL COMBOS

Beginner	Begin with a crouching Forward Kick, then connect to a Hadoken
Intermediate	Jump in with Roundhouse Kick, do one standing Roundhouse Kick and cancel into Shoryureppa
Advanced	Jump in with Fierce Punch, do one crouching Fierce Punch into a Hadoken, then cancel into the Shoryureppa and cancel again into a Super Shoryuken

SKULLOMANIA



When players got their first looks at Skullomania in the arcades, it was thought that his fighting style would resemble that of Dhalsim. Yet, his unique moves and awkward appearance make him one of the hardest characters in the game to adapt to. A good range standing Forward Kick, quick Vega-like moves and versatility place Skullomania in the top tier of the World Warriors. Confuse your opponent with extremely useful Super moves, distancing techniques and erratic air maneuvers; guessing Skullomania's next sequence can be an annoying chore. His Skullocrusher is a faster, safer version of Vega's Psycho Crusher which allows him to bounce away unharmed, and his sliding confusion factor gives Skullomania the advantage over most opponents in a game of footsie.



COOL COMBOS

Beginner	Jump in with Roundhouse Kick, perform a crouching Fierce Punch and connect to the Skullo Slider
Intermediate	Start with a Super Skullo Slider, cancel into the Super Skullo Crusher
Advanced	Jump in with Roundhouse Kick, do one crouching Strong Punch then a standing Strong Punch, connect to a Skullo Slider, then cancel into a Super Skullo Crusher

SAKURA



Mildly reworked from *Alpha 2*, but all for the better. Sakura's crouching Strong Punch is efficient for trading hits or countering almost all ground attacks. Her strength still lies in combos that connect for more than five hits. Her standing Roundhouse Kick and crouching Strong Punch should be used as much as possible to keep your opponent at mid-level sweep range to set up special attacks. A crouching Fierce Punch halts opponents jumping towards you, giving her a steady, well-balanced method of attack similar to that of her mentor, Ryu.



COOL COMBOS

Beginner	Do one crouching Fierce Punch and connect to a Jab Punch Hadoken
Intermediate	Jump in with Roundhouse Kick, perform one standing Short Kick and cancel into the Sho-oh Ken
Advanced	Jump in with Fierce Punch, follow with a crouching Fierce Punch, connect with a Hadoken, then cancel into the Shinkuu Hadoken using Fierce Punch

HOKUTO



Hokuto's basic method of attack is unsteady. Her crouching Roundhouse Kick is very useful for going under fireballs (especially Ryu's). Hokuto's moves, unlike those of any of the other fighters, are mostly counterattacks. A very defensive character, Hokuto is best used when the opponent is using an attacking style of play. Hokuto's Ryuusui is effective to open the opponent up to her Deadly Violent Elbow combo (coupled with the crushing palm). Hokuto's Art of Phoenix attack—which has a style similar to Xiaoyu from *Tekken 3*—increases her forte of impressive attacks and counters.



COOL COMBOS

Beginner	Do a crouching Strong Punch into a Jab Punch Chegekiho, then cancel into a Jab Punch Shougekiha
Intermediate	Start with the Ryuusui followed by a crouching Short Kick
Advanced	Perform a crouching Strong Punch into a Jab Chogekiho; next, cancel into Gekihouki, then into Kirenki (hold down any Punch button for extra hits)

EVIL HOKUTO



Evil Hokuto is extremely powerful, with an array of Super moves that can deplete the opponent's energy within seconds. (One of these is similar to Blair's Shoot Uppercut.) Again, like her counterpart, she is a defensive player, best used when her opponent is on the offensive. Evil Hokuto's Phoenix attack is now used as a motion for her Super in comparison to Hokuto.



COOL COMBOS

Beginner	Do a Chogekiho and cancel into the Shouringeki
Intermediate	Jump in with Strong Punch, do a crouching Fierce Punch into Shogekiho, cancel into the Kireneki, then press and hold any Punch button for maximum damage
Advanced	Start with a Chogekiho and cancel into the Renshougeki; after the second hit, cancel into Kirenki, then hold Punch for four to six hits

DARUN



The inauguration of another Zangief like character! (We have secretly thrown a party shhhh!) Darun is one of the most fun characters to play with since Birdie was reintroduced to the *SF Alpha* series. Unfortunately, as grapplers tend to be, Darun is slow and very prone to traps. On the positive side, Darun's Lariat knocks fireballs to the moon and is great for canceling into combos. Since Darun has no wake-up move, hold steady for the opponent to jump in close, then let them have it with the Brahma bomb. Against airborne opponents use the Darun catch to get them in a tight squeeze.



COOL COMBOS

Beginner	One crouching Strong Punch, then connect to a Lariat
Intermediate	Perform the Indora Bridge, when your opponent is falling, per form the Darun Catch
Advanced	Jump in with Fierce Punch, do a crouching Strong Punch, con nect to a Lariat, cancel into the Twilight Lariat, then immedi ately cancel into the Indora Bridge, followed by a Darun catch (whoopee!)

GARUDA



Garuda does not appear to belong in the *Street Fighter* series; he looks like he'd fit in better as a villain in an episode of *Teenage Mutant Ninja Turtles*! Opinions aside, Garuda is a dominant force. He should not be taken lightly. His Thunder Fang works well against airborne opponents, and the Kienshu Super move hits with extraordinary power. Use the Kizan and Kienbu Super to connect for big damage or the Roaring Fang to confuse them into making crucial mistakes.



COOL COMBOS

Beginner	One crouching Forward Kick into a Shuga
Intermediate	Guard Break, then immediately jump in with Roundhouse Kick, connect to a Raiga, cancel into the Kienbu, then cancel again into the Kienshu
Advanced	Jump in with Roundhouse Kick, do a crouching Forward Kick, connect into the Gogausing Roundhouse Kick, cancel into Kienbu, then cancel into Kienshou

CYCLOID BETA



The non "charging" character of the two Cycloids. Beta is powerful as well as dangerous. Beta shares moves with other characters in the game. His Justice Fist deflects projectiles, but leaves him open to attack. Beta's Tornado Whirlwind leg strength is determined by which button you use to trigger the attack. This is a great character for novice players to use. With the extensive amount of combos and special moves, some thing is bound to turn up positive.



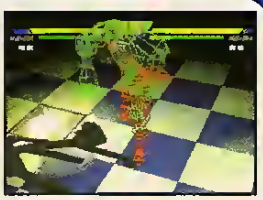
COOL COMBOS

Beginner	A low Forward Kick into the Tasumakisenpoukyakuuf
Intermediate	Start with a Beta Shoot Upper, cancel with a Beta Kienshou, then cancel to the Beta Garyumesshu
Advanced	Start with a Beta Hienshu, then a crouching Forward Kick, cancel into a Beta Kill Trump, then cancel into Beta Garyumesshu

CYCLOID GAMMA



The "charge" character of the two Cycloids. Gamma's Guile-esque Flash Kick stops all jumpers. His Skullo crusher is a safe, effective move. Gamma also is able to use a Final Blow by holding all three Punch buttons, just like C. Jack. Gamma seems to be more effective to use than Beta, but only against certain characters. Couple Gamma's Head Press and Sliding Arrow to confuse opponents.



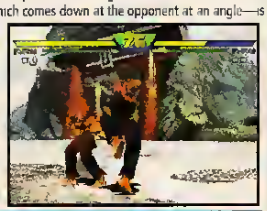
COOL COMBOS

Beginner	Jump in with Forward Kick, then press Forward Kick rapidly
Intermediate	A Crouching Strong punch, then connect to a Skull Crusher
Advanced	Jump in with Forward Kick, do a crouching Forward Kick into the Gamma Sliding Arrow, then cancel to Knee Press Nightmare

AKUMA



Your favorite air fireballer is back, weakened but still formidable enough to wreak havoc on the opposition. Akuma's Red Hadoken is powerful enough to cause more damage to blocking opponents than any non-Super move in the game. If Akuma's fireballs are moving too slow, then his air kick—which comes down at the opponent at an angle—is a great way to start combos. Akuma's deadly rising dragon super causes great damage, and his teleport is now efficient enough to place him away from the opponent without a great risk of being damaged. Akuma's Raging Demon is still powerful, but very easily countered. This should not be attempted versus an experienced player, as the only damage that will happen will be to yourself.



COOL COMBOS

Beginner	Do one crouching Fierce Punch into a Shakunetsu Hadoken
Intermediate	Start with an Air Dive Kick, do one crouching Forward Kick, connect to a Tatsumakizankukyaku, then cancel immediately into a Shoryureppa
Advanced	Jump in with Fierce Punch, perform one standing Fierce Punch, connect to a Hadoken, then cancel into Tenma go Zanku

BLAIR



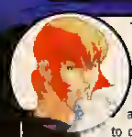
Clearly one of the elite characters in the game. She can trip you, knee you, super cancel THREE different Super moves together and even kick you so hard that you'll be seeing stars in a galaxy that astronomers haven't yet located. Quick, agile and one of the easiest to use—but one of the most difficult to master effectively—Blair's weakness is in her inability to stray from large combos. She is very dependent upon them, but strong enough not to let a missed combo destroy her game plan. The Sliding Arrow snuffs fireballers, giving them only futile chances to conjure a game plan.



COOL COMBOS

Beginner	Jump in with Strong Punch, do a crouching Strong, then two in-one into the Shoot Upper
Intermediate	Jump in with Forward Kick, do two crouching Short Kicks, connect to a Mirage Combo Kick and follow with two more
Advanced	Jump in with Fierce Punch, perform two crouching Short Kicks into a Shoot Kick, then immediately do another Shoot Kick, cancel into Spin Side Shoot and cancel into the Mirage kick at the fourth or fifth hit, finally, cancel into a Spin Side Shoot

ALLEN



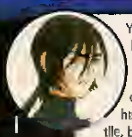
The similarity of these "uppercut brothers" is starting to remind me of another fighting game with different colored ninjas all with the same standard animation... Anyway. Allen is as close to being a Dan clone as anyone. He has decent enough moves to at least give a remote chance of victory. Allen's Fireball is slow and boring, but his Justice Fist allows you to get hit by the second fireball after you deflect the first one in a combo! The best way to damage the opponent is to use Allen as if he were Ryu or Ken—which isn't very difficult! Typical projectiles coupled with rising uppercuts will keep your opponents annoyed, they'll be wishing you actually chose Ken or Ryu instead.



COOL COMBOS

Beginner	Jump in with Fierce Punch, perform a crouching Strong Punch followed by a crouching Roundhouse Kick
Intermediate	Jump in with Roundhouse Kick, do a crouching Strong Punch, connect to a Soul Force; from there cancel into the Fire Force
Advanced	Jump in with Roundhouse Kick, perform a standing Forward Kick and connect to a Jab Punch Justice Fist; cancel into a Fire Force, then a Triple Break

KAIRI



Yet another "uppercut brother." This may be a new character, but his bread and butter are still the old-school Fireball and uppercut. Kairi is much stronger than Allen, yet he's still not as formidable an opponent as Ken or Ryu. Yes, his Super attacks are strong and versatile, but he is slower and slightly more predictable. Use Kairi's Air Shinkihatsudo to surprise the opponent, and try a standing Forward Kick to distance yourself from them.



COOL COMBOS

Beginner	Jump in with Fierce Punch, follow with a crouching Strong Punch and connect to a Shinkihatsudo
Intermediate	Start with a Garyumesshu, then an Air Shinkihatsudo canceled into another Garyumesshu
Advanced	Jump in with Roundhouse Kick, follow with a Fierce Punch Maryureku, connect to a Garyumesshu and end with an Air Shinkihatsudo

MASS DESTRUCTION

by Ara Shirinian

Developed by NMS Software, Mass Destruction is ASC Games' latest offering on both the Saturn and PlayStation platforms. There are a total of 24 missions in the game, so, in an effort to avoid repetition, this strategy guide will focus only on the more challenging missions.



Choose Your Tank!

You'll have the opportunity to choose from three different tanks prior to each mission. Depending on the mission, you'll want to balance speed, maneuverability and armor. A certain playing style suits each type of tank, so in order to maximize your survival, you'll want to modify your playing style based on which tank you select. The Cobra is the easiest to use, since it's so slow, there's hardly any technique involved. After you become accustomed to the interface, you should move up to the Viper and later on, the Cheetah. A skilled player will sustain very little damage in the Cheetah despite its light armor.

Facing the Enemy

In *Mass Destruction*, the behavior of your targets generally falls into three classes: moving targets that attack you, stationary targets that attack you and stationary targets that just sit there. Obviously, targets of the third kind should pose no problem (if they do, then you're reading the wrong strategy guide). Targets in the first two categories also have two different flavors each: infantry and tanks. Most moving infantry will tend to run away from you when you approach them. Since infantry are easily squashed by your tank, you can use their cowardliness to your advantage. Specifically, if there are tanks or other attacking targets on the screen, you can aim your fire at those while chasing down infantry. Because infantry don't shoot back as they run, simply chasing them effectively reduces the number of enemies attacking you at once. Keep in mind that infantry with flamethrowers generally will stay put no matter how scary your tank might be. Stationary infantry tend to hide in strategic places like behind trees, bushes or tall structures. The aforementioned techniques won't work on them, either.



Tanks are another matter altogether. Moving tanks usually try to distance themselves from you somewhat. In addition, unlike silly infantry, they can and will fire right at you as they move around. However, if you can maneuver your tank as close as possible to an enemy tank, you'll find that not only will the enemy tank be unable to move away, but it will also stop firing! With a fast tank like the Cheetah, this means that as long as there aren't additional enemies firing at you, you can slam right into any tank you see and blow them away without taking any damage at all. This technique is extremely important, and mastering it, though not very difficult, will make the game much easier. Strangely enough, stationary tanks (and other attacking structures, like pillboxes) will continue to fire at you no matter what.

There are also two further types of enemies: gunboats and helicopters, and both are extremely annoying. Since you can't prevent gunboats from shooting at you, you'll have to actually dodge their fire or just sit there and eat bullets. Helicopters are worse since they can only be hit by either the chain gun or mortars. They will follow you everywhere and will continually shoot missiles at you, so getting rid of them as fast as possible should be your first priority.

It's important to note that it is entirely possible to hit enemies off-screen. What this means is that you can sit far outside the range of most stationary targets and destroy them before they even have a chance to shoot at you. This comes in extremely useful for destroying pillboxes.

MISSION 1-3

OPERATION POLARBEAR

Primary Objectives
- Shut down nuclear bases
- Destroy fuel dump

Bonus Objectives
- Destroy hidden radar
- Kill enemy safehouse owners
- Destroy lookout posts

This is the first fairly difficult mission in the game. You have to destroy the nuclear bases, while keeping the reactor buildings themselves intact (gee, I thought the game was called *"Mass" Destruction*). The yellow blips on your radar mark the buildings you need to avoid destroying. Keep in mind that enemy fire can damage buildings, so it would be a bad idea to place yourself between an enemy and a reactor building. Pick the bad guys off first, then destroy the other buildings. There is a rare super-armor item located in the SE corner of the area, so make sure to pick it up early on. As for the bonus objectives, the hidden radar should be easy enough to destroy. To kill the enemy safehouse owners, you must destroy the three safehouses in the NW area and kill all the infantry that come out of them. Finally, the two lookout posts are just to the east of your starting point. However, an impenetrable fence blocks access, so you'll have to pick up mortars from elsewhere in the stage and lob them over the fence.



MISSION 2-1

OPERATION SEEK & DESTROY

Primary Objectives
- Destroy convoy
- Destroy power plant

Secondary Objective
- Capture pilot

Bonus Objectives
- Destroy comm center
- Destroy enemy town
- Destroy chemical vats

The very first thing you should do in this mission is head north to intercept the convoy. Time is critical here. Waste too much of it, and it'll be curtains for you. The convoy consists of three green vehicles which begin at the point indicated on the map and quickly make their way eastward. You'll want to destroy all three before any of them get to the eastern most edge of the map. It's possible—albeit difficult—to do this, even with the slow Cobra. Keep in mind that there aren't a whole lot of armor items in this stage, so it may be wise to select the Cobra or Viper if you plan on getting all the bonus objectives.

In order to get to the pilot in the NW area, you'll have to cross water near a destroyed bridge just west of where the convoy started. The water here is just shallow enough to cross without drowning. Remember to pick up the pilot as soon as you see him, since he'll be easily killed by either your shots or the enemy's.



MISSION 3-1

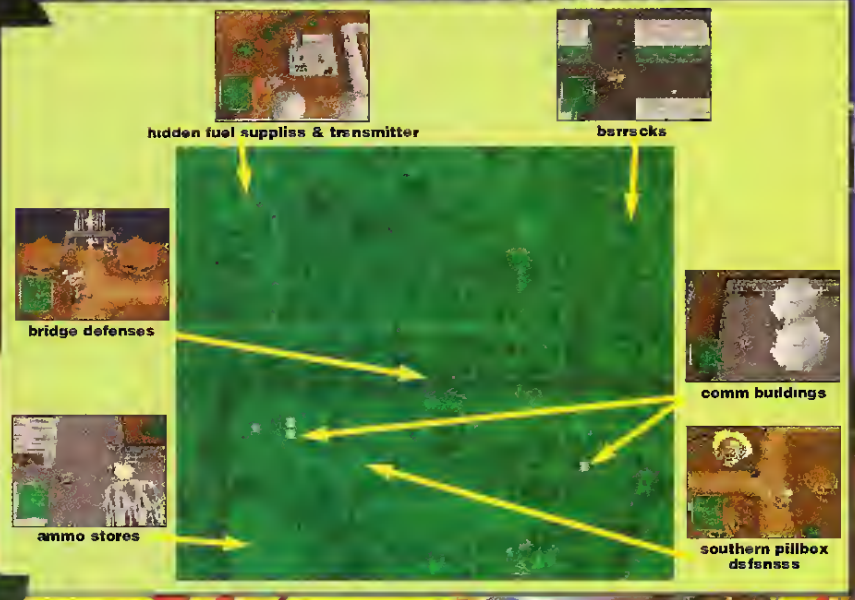
OPERATION FLATLINE

Primary Objectives
- Destroy comm buildings
- Destroy hidden fuel supplies & transmitter

Bonus Objectives
- Destroy ammo stores
- Destroy southern pill box defenses
- Destroy bridge defenses
- Destroy barracks

Only the comm building targets will appear on your radar in this mission. A river divides the area in two, so your only route between the northern and southern sections is the bridge in the center.





MISSION 5-3

OPERATION LIGHTNING STRIKE

Primary Objective
- Stop town hall from being destroyed

Secondary Objective
- Destroy satellite link

Bonus Objectives
- Destroy troop hideouts
- Destroy water tanks
- Destroy safehouse
- Destroy hidden cameras

Like mission 2-1, time is a precious commodity. You'll have about four minutes to enter the town and destroy the targets surrounding the town hall before it's too late. You can level all the other buildings without consequence, but if the town hall gets damaged, you're finished. Go for the three targets just outside the town first, then destroy the ones inside. There are also five cameras hidden in lamps throughout the town; destroying them is one of the bonus objectives. Opposition is heavy here, as there are tons of infantry and tanks. Unless you're going for a prefect score, the cheetah is the tank of choice. Just keep moving!



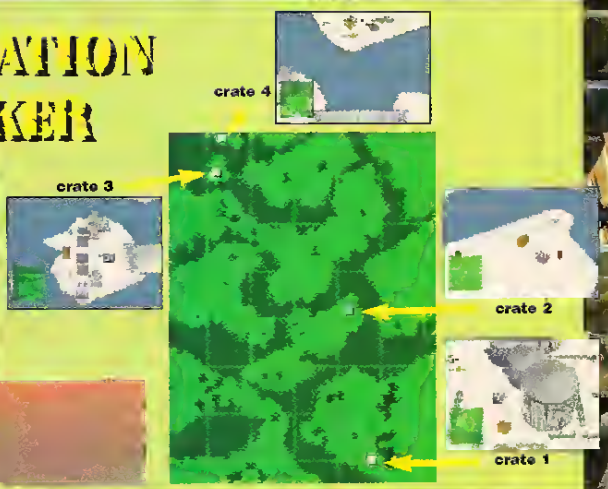
MISSION 5-6

OPERATION SHOCKER

Primary Objective
- Collect 4 crates

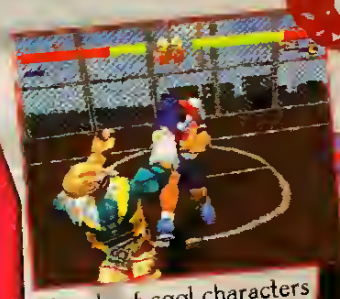
Bonus Objective
- Destroy all containers

This is the final stage. The location of the crates you must pick up does not appear on your radar, so refer to this map instead. Also, water containers are scattered all around the stage (though most lie near the corners and edges), so you'll have to explore everywhere in order to satisfy the bonus objective. The extraction marker will appear in the northernmost part of the stage, so if you're going for a fast time, pick up the southern crates first.

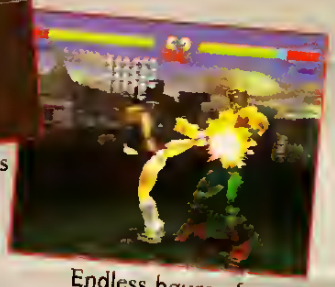


Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
Fighting Technique:
Pi-Kua Kung Fu
Home Turf:
The Streets

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BY TYRONE RODRIGUEZ

FANS OF INTERPLAY'S *CLAY FIGHTER* SERIES HAVE BEEN WAITING FOR THIS DAY TO ARRIVE, AND NOW IT'S HERE: *CLAY FIGHTER 63⅓* BRINGS TO THE NINTENDO 64 ELEMENTS OF PRACTICALLY EVERY POPULAR FIGHTING GAME OUT THERE. IT'S ALMOST AS IF THE GAME'S DESIGNERS TOOK APART *STREET FIGHTER*, *MORTAL KOMBAT* AND *TEKKEN* PIECE BY PIECE, USING SOME OF THE PIECES AS ACTUAL GAMEPLAY ELEMENTS AND RIDICULING THE REST WITH INSIDE JOKES OR FUNNY GIMMICKS. MOST OF THE FIGHTERS FROM THE ORIGINAL SUPER NES *CLAY FIGHTER* HAVE RETURNED, AND THE CAST EVEN INCLUDES SOME SPECIAL GUESTS FROM OTHER GAMES; NAMELY, BODGERMAN AND EARTHWORM JIM! (REMEMBER, INTERPLAY PUBLISHED THE SEGA CD VERSION OF JIM'S ORIGINAL ADVENTURE.) WITH THE HELP OF OUR FRIENDS—JEREMY, STEPHENIE, LISA AND SEAN— WE'VE DISCOVERED TOP-SECRET CODES TO UNVEIL THE GAME'S HIDDEN CHARACTERS AS WELL AS A HIDDEN OPTION MENU THAT LETS YOU CHANGE THE GAME IN SEVERAL DIFFERENT WAYS. WE'LL ALSO GIVE YOU THE MOVES FOR THE SECRET CHARACTERS. NOW YOU'RE READY TO GRRRRRUMBLE!

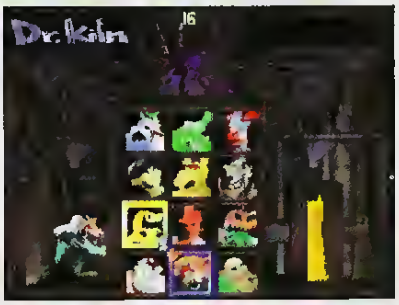
SECRET CODES

SECRET OPTIONS



At the character-select screen, hold the L button and press C▲, C▶, C◀, C▼, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more!

PLAY AS DOCTOR KILN



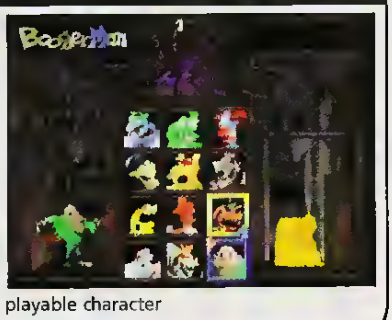
At the character-select screen, hold the L button and press B, C◀, C▲, C▶, C▼, A. If performed correctly, the screen should flash with a white light. You'll notice that Doctor Kiln has appeared in one of the previously empty boxes as a playable character.

PLAY AS SUMO SANTA



At the character-select screen, hold the L button and press A, C▼ C▶, C▲, C◀, B. If performed correctly, the screen should flash with a white light. You'll notice that Sumo Santa has appeared in another of the previously empty boxes as a playable character.

HOW TO PICK BOOGERMAN



At the character-select screen, hold the L button and press **Up, Right, Down, Left, Right, Left** on the D-pad. If performed correctly, the screen should flash with a white light and Boogerman will rise from his stinky palace to take his place in the last of the character boxes; now he, too, is a playable character

DOCTOR KILN



Special Attacks	Propeller Push	↓ ↘ → + Kick
	Glasses of Heat	↓ ↘ → + Punch
	Defibrillator Dance	→ ↓ ↘ + Punch
	Punch Opener	Charge ←, then → + Punch
	Kick Opener	Charge ←, then → + Kick
	Linker	→ ↘ ↓ + Kick
	Combo Breaker	↓ ↘ → + Punch
	Taunt	L + R + Wobbly Kick (default = A)
Super Attacks	Da Kiln Time	↓ ↘ → ↓ ↘ → + Kick
	Trigger Happy	↓ ↘ → ↓ ↘ → + Punch
Claytality	????	

SUMO SANTA



Special Attacks	Over the Top	↓ ↓ + Brutal Punch (default = C▲)
	Present Pouch	↓ ↘ → + Punch
	Hand Bwap	← → + Punch
	Belly Butt	↓ ↘ → + Kick
	Ultra Combo	→ → ← + any button (when opponent is near death)
Super Attacks	Flubber	↓ ↘ → ↓ ↘ → + Punch
	Sumo Stomp	← ← → → + Kick
	Kringle Kicks	↓ ↘ → ↓ ↘ → + Kick
Claytality	Phat Assault	↓ ↓ ↓ + R (one hop away)

BOOGERMAN



Special Attacks	Mid-Air ButtSpin	Jump, then ↓ ↙ ← + Kick
	Fart Slide	↓ ↙ ← + Kick
	Booger Ball	↓ ↘ → + Punch
	Linker	↘ ↓ ↙ + Punch
	Linker 2	↘ ↓ ↙ + Kick
	Taunt	L + R + Wobbly Kick (default = A)
Super Attacks	Atomic Belch	↓ ↘ → ↓ ↘ → + Punch
	Cape Spin	↓ ↙ ← ↓ ↙ ← + Punch
	Super Fart	↓ ↙ ← ↓ ↙ ← + Kick
Claytality	Island Launch	→ ← ↓ ← → + L



武士道 BUSHIDO BLADE

by Sensei Tyrone



One-on-one combat takes a new direction with this revolutionary Shogun fighting game. In *Bushido Blade*, battles aren't restricted to a secluded arena; you've got an entire *compound* to explore. The sheer size of each level is astounding. At first, we were a bit skeptical about the unorthodox nature of the game, but we saw things in a different light once we experienced the rush of being chased by a crazed maniac through large open fields and white sand beaches. *Bushido Blade* does to the fighting game genre what *Felony 11-79* did for the driving genre: It introduces something entirely fresh.

Slash Mode



Slash Mode tests your skills as well as your patience. You will earn Katze if you can defeat 100 opponents without continuing. This task may seem practically impossible, yet you can do it if you learn from your mistakes. There are ten levels of enemies, each one containing nine identical enemies and one mini-boss. The first nine enemies come at you with the same attack pattern, but the mini-boss varies slightly, so be cautious. Here is how to tackle each wave. Note that you will only be able to access the gun-toting assassin in Versus Mode.



Level 1



These ninjas attack with vertical slashes. Counter with a vertical slash immediately after they strike

Level 2



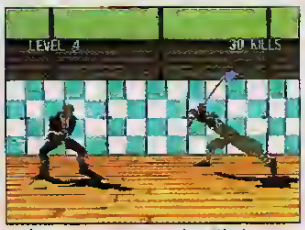
Green ninjas attack with a horizontal slash. Counter with a vertical slash immediately after they've completed their swing.

Level 3



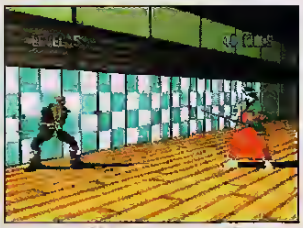
Dark gray ninjas attack with low-hitting horizontal slashes. Counter with a vertical slash

Level 4



Light gray ninjas attack with lunging vertical slashes. Position yourself correctly and counter with a vertical slash.

Level 5



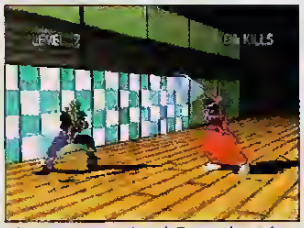
The samurai in Level 5 attack with lunging stabs. Position yourself out of their reach and counter with a horizontal slash. Parrying may also be necessary.

Level 6



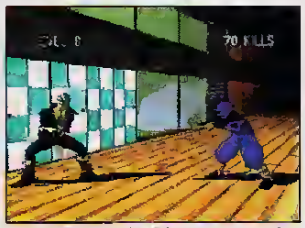
These samurai attack in a similar fashion to the ninjas in Level 4. You can counter with either a vertical or horizontal slash.

Level 7



The samurai in Level 7 attack with a hopping horizontal slash. While countering with a vertical slash is slower than a horizontal slash, the success rate is much higher.

Level 8



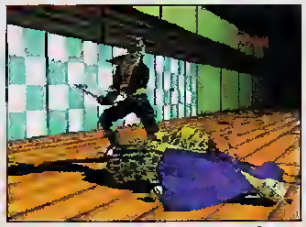
Blue ninjas attack with two consecutive horizontal slashes. Counter with a vertical slash after their second swipe.

Level 9

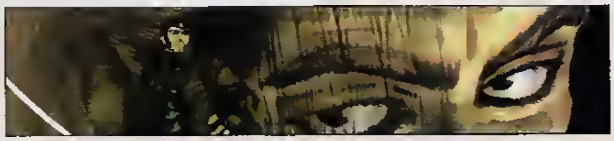


These mustard-colored ninjas attack with three consecutive strikes. Go for a vertical slash after their third attack.

Level 10

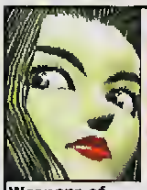


This last level will be a true test of your skills—each enemy attacks in a random fashion. If you beat the 100th opponent without having continued, you can play as Katze in Versus Mode.



Characters

There are a total of six characters to choose from when you begin your quest. When selecting a character, take into consideration how well he or she will perform for you. If you select a character based on how cool they look, you may be disappointed. Think about what weapon you'd like to use, how well that weapon suits your character, how fast that character can run, and so forth. There's much more than meets the eye in *Bushido Blade*.

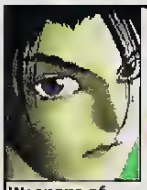


Red Shadow



Weapons of Choice:
- Long Sword
- Saber

Description of Move	Weapon	Stance	Command
Jump + side attack	Long Sword	Middle	→→○
AYAME	Long Sword	Middle	→→×
NORBORIMAI-SHINOBURYU	Long Sword	Middle	→△
EZOMUSHIKUI	Long Sword	Low	→→×
NEZUMIGAESHI	Saber	Low	○×



Tatsumi



Weapons of Choice:
- Saber
- Sledge-hammer

Description of Move	Weapon	Stance	Command
KUSABI-KUZURE	Sledgehammer	High	→→△
TATSUMAKI-KUZURE	Sledgehammer	Low	←→○
KUSABI-UCHI-SOJURYU	Sledgehammer	All	→+R2



Mikado



Weapons of Choice:
- Naginata
- No Dachi

Description of Move	Weapon	Stance	Command
Swing down + strike at the trunk	Naginata	High	△,○
TSUYUHARAI	No Dachi	High	←→○
TSUKIFURUE	No Dachi	Middle	←→○
Triple jab	Naginata	Middle	→○○○
TATARAUCHI	Naginata	Low	→→△

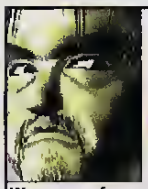


Black Lotus



Weapons of Choice:
- Rapier
- Katana

Description of Move	Weapon	Stance	Command
Step + diagonal attack	Katana	High	→→○
Step + spinning attack	Katana	High	→→×
TAKA-OTOSHI	Rapier	High	←→○
TSUBAMETSUKI	Rapier	Middle	←→○
IKAZUCHI-OTOSHI	Broadsword	Middle	←→△

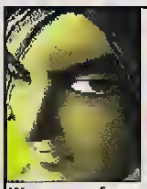


Utsusemi



Weapons of Choice:
- No Dachi
- Katana

Description of Move	Weapon	Stance	Command
YUGEGIRI	Katana	High	→→△
TSUYUHARAI	No Dachi	Middle	←→○
TSUYUHARAI diagonal attack	No Dachi	Middle	←→○○
HEISHIKI-SUMINAGASHI	Katana	Low	→→×
NOKORIZUKI	Katana	Low	←→



Kamuki



Weapons of Choice:
- Broadsword
- Sledgehammer

Description of Move	Weapon	Stance	Command
RETSUBAKUSAI	Broadsword	High	→→
Triple crown crush	Broadsword	High	△△△
AKEHAE	Broadsword	High	→→×
MIYAMA-OROSHI	Broadsword	High	←→△
HEISHIKI-YUGEGIRI	Broadsword	Middle	→→×

Weapons

A healthy selection of sidearms is at your disposal. Each of the six ninjas are able to use any of the weapons but remember that each one excels with two of the eight weapons available. You must take into consideration the aforementioned factors.

Katana



1.5kg
92cm
Speed: ***
Power: ***
Range: ***

Rapier



.9kg
75cm
Speed: ****
Power: *
Range: *

Naginata



2.2kg
181cm
Speed: **
Power: ***
Range: ****

Sledgehammer



4.5kg
83.5cm
Speed: *
Power: ***
Range: **

No Dachi



1.9kg
119cm
Speed: ***
Power: ***
Range: ****

Long Sword



1.4kg
79cm
Speed: ***
Power: ***
Range: *

Saber



1.2kg
72cm
Speed: ***
Power: **
Range: *

Broad Sword



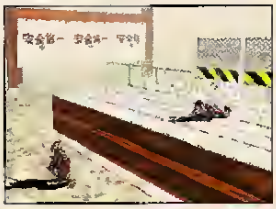
4.1kg
85cm
Speed: *
Power: ***
Range: **

Tips on Sparring, Winning Tactics

There are three stances to use during battle: High, mid, and low. Each weapon reacts differently to each stance. Some weapons are best suited for a specific stance. In general, each stance is also best suited for a specific situation. For instance, with the Katana, the high stance is good when your opponent is above you. By keeping your weapon in this position, you are preventing your opponent from knocking your head off with a low slash which would be absolutely fatal in this situation. Other than this type of situation, the high stance does not seem to be very effective. The mid stance is the best overall stance. Your sidearm is in front of you, a very useful position for engaging a lunging opponent. The low stance has its advantages as well. First, your weapon tends to be at your side, this permits you to bypass the repeated clashing of weapons which is prevalent when in mid stance. When choosing your main stance (mid or low), decide whether you want to play offensively or defensively. The mid stance does better when playing defensively because it allows for you to parry and block attacks more easily. This is done almost automatically in this stance because of your weapon positioning. When in low stance, you are more likely to be hit. The fatal slash percentage rises as well, since you are more or less open for anything sent your way. When in this stance, you must parry with master precision. As I've already mentioned, you're leaving a large portion of your person unprotected, this being your head and facing arm. Note that the stances differ from weapon to weapon.







Chivalry and Dishonor

Computer-controlled opponents do not have to abide by the code of honor entirely. You, on the other hand, must fight by the book. There are only a couple of rules. If you break any of these rules, you will not be able to attain the game's special endings. If you break rule number one, your game will end.

1. Do not attack an unarmed or unprepared opponent (this includes opponents who are in the process of speaking with you).
2. Never attack an opponent when their back is turned or if they are scaling a structure.



Ending Sequences

Each character has two very different endings. One good and one bad. The bad ending is easy to earn. By beating the game—no matter *how* many times you continue—you will see the bad ending. The good ending is a different story altogether. You must make it through the entire game without sustaining any injuries. What this means is that you cannot have any part of your body bandaged, even after the final battle. You can take hits, but if a white bandage appears on you at anytime, you're not going to see the ending you want.

The Compound

Fighting every opponent who appears may seem natural, but it's not necessary. The fastest way to get through the compound is to *avoid* battles. This can be done by running through the compound. Follow the pictures to the area shown. Once you've made it to the construction yard, swipe your opponents foot with a low slash. Do not enter the manhole until you have confirmed that your opponent cannot walk. By doing this, not only have you avoided killing your opponent, but you also have a 100% guarantee that he or she will not follow you down into the sewers. When you've jumped into the sewers, you have one opponent to defeat before you battle against the bosses.



Bosses

Katze

The fact that Katze has a gun should n't scare you. He is cake if you learn what to do and what not to do. Katze's pistol has ten rounds. Run in a circle around him while counting how many shots he fires off. Once he has used up all of his ammunition, attack. He then has literally no defense, especially if you catch him while he is reloading.



Kabuki Warrior

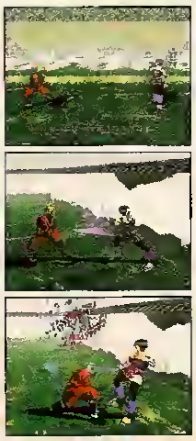
This enemy's weapon gives him quite an edge over you (no pun intended). He has a two-sided spear which can strike you before and after a swing. The quickest way to defeat this menace is to position yourself on his blind side and attack his unprotected arm until you've damaged it. When he cannot use both of his arms, his attacks become slower. Now is the time to attack aggressively.





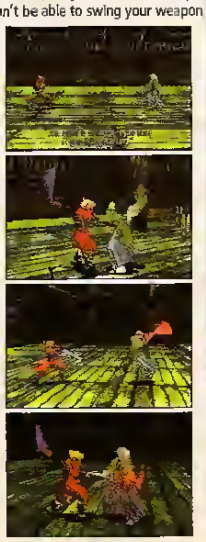
Female Ninja

This one is tough. She attacks unpredictably. While she is very random with her attacks, she prefers lunging and stabbing. Use this to your advantage. Parry, then counter-attack. If you feel particularly brave, dash back out of her attack range then attack. Unfortunately, since you cannot parry when moving, the latter method proves to be more dangerous.



Dojo Master

The Dojo Master is easier than you might expect. Let him come to you. Attack when he has given you an opening. There isn't too much to this battle, but be sure to stay away from the walls, if you're too close, you won't be able to swing your weapon.



Master Samurai

If you've beaten every opponent up to this point without taking any damage, you will face this secret enemy. The Master Samurai is clad in armor from head to toe and his sword is faster and longer than most of your available weapons. Even if you don't let up on this one, he will find a way to get a hit in. Always, *always* attack with double hits. If you leave yourself wide open for more than a fraction of a second, you're toast. Horizontal slashes work better than vertical ones here.



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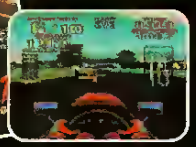


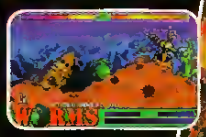
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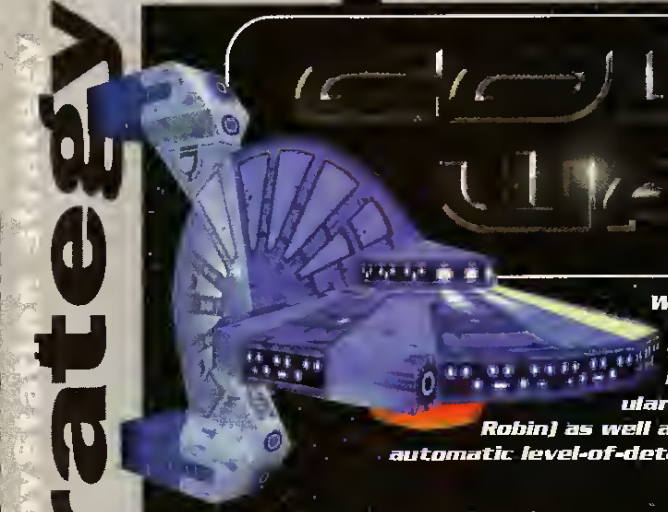
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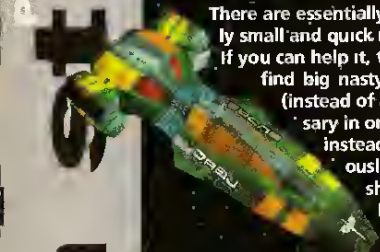
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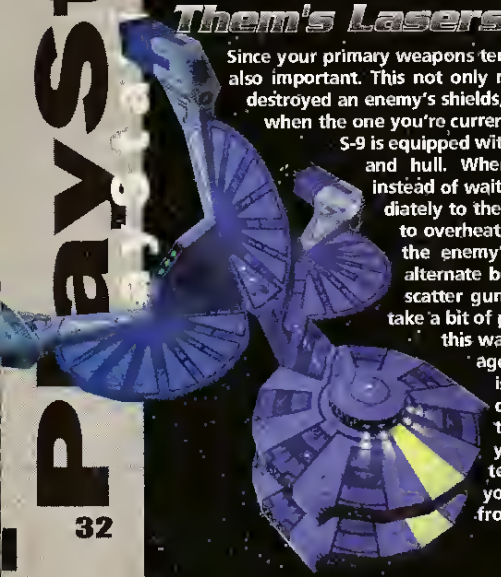
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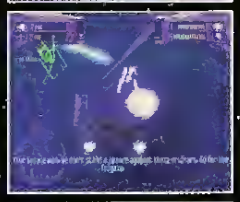
Colony Wars

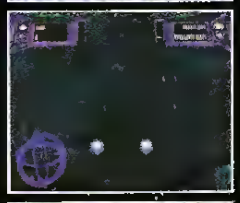


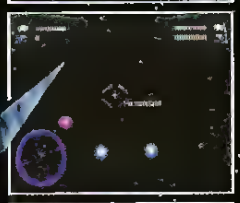


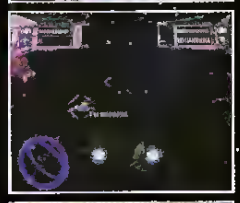


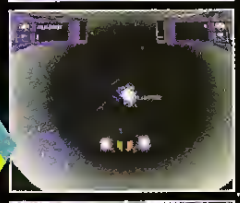














Strategy by Ara Shirinian

With this latest entry, Psygnosis once again demonstrates its thorough working knowledge of the PlayStation platform. Colony Wars features some object modeling by Viewpoint DataLabs (best known for its modeling contributions to popular movies such as Eraser, Independence Day and Batman & Robin) as well as smooth integration of advanced rendering techniques like automatic level-of-detail management; it's a technically impressive piece of work.

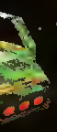
Battle Strategy

There are essentially two enemy types you'll face in *Colony Wars*: Fighters and fleet craft. Fighters are relatively small and quick moving targets. Fleet craft, on the other hand, are enormous and usually don't move much. If you can help it, try to attack enemy fighters from any direction except from their front, since there you will find big nasty lasers in your face. Additionally, you'll have to be skilled at firing ahead of the enemy (instead of at the enemy) in order to score hits. There's no secret to this technique so practice is necessary in order to become proficient. You can try to circumvent this and try to use a secondary weapon instead, but usually it's a much better idea to save them for fleet craft. Fast maneuvers are obviously important in general, but they're much more critical when facing enemy fighters. To turn sharply, let go of your forward thrusters as you turn. You can also press the reverse thrusters button as you turn. While this will make your turn even sharper, in many cases it's not even necessary, except as a feeble attempt to impress people who might be watching.

As for attacking fleet craft, there are basically two useful strategies at your disposal: Hit/Breakaway and Kamikaze. Basically this means you can either try to be skillful at dodging the lasers coming at you, or not. In missions where time is a factor, whether you need to complete an objective in a limited time or ensure a certain League ship is not destroyed, the kamikaze approach actually works best, as long as you can inflict damage at a sufficient rate (see Them's Lasers! section). Since fleet craft are so big, a good proportion of the lasers coming at you won't be coming from directly in front of you. What this means is that you can dodge to some extent while firing on the enemy craft. While facing (and firing on) the enemy craft, move in very close, and then back out. By repeating this movement over and over, the lasers that approach you from either side will tend to miss. Make sure to back out enough, but not so much that the craft leaves the range of your fire. Also, don't forget to shoot some missiles and torpedoes to weaken the defenses. Overall, you'll have to take some damage, and in some cases a significant deal of damage, but this is the absolute fastest way to take out big baddies like frigates, destroyers and dreadnaughts. Just make sure you're far enough away when you've nearly destroyed the ship so you don't run into the chunks of fried destroyer (or whatever) that fly apart. If time is not of the essence, then you can afford to use the more boring strategy. Well, hit and break-away is kind of a misnomer since fighters in this game can't accelerate or fly terribly fast. In any case, the idea is to come at the fleet craft with your guns blazing (try to dodge too), and when you get sufficiently close, turn around and run away. As you move away, switch to your rear-view and dodge the lasers that the craft fires at you. Actually, repeatedly moving up and down without giving a whole lot of regard to exactly where the lasers are is surprisingly effective. When you're out of the range of the craft's fire, repeat the procedure over again.

Them's Lasers!

Since your primary weapons tend to overheat, being able to switch between them rapidly and efficiently is also important. This not only means switching from your AS laser to standard laser quickly after you've destroyed an enemy's shields, but it also means being able to switch to another effective primary weapon when the one you're currently using begins to overheat. For example, the S-9 is equipped with a scatter gun which damage both shields and hull. When your AS laser begins to overheat, instead of waiting for it to cool down, switch immediately to the scatter gun, and when that begins to overheat, switch back to the AS laser until the enemy's shields are destroyed. Then, alternate between your standard laser and scatter gun until the target's gone. It will take a bit of practice to get the hang of it, but this way you'll always be inflicting damage at the maximum rate possible. This is good because the more quickly you destroy enemies, the smaller the probability that your or other League ships will take damage. Not all ships you use will have enough of a variety of primary weapons to make such a technique possible however, so if you only have one laser that will damage your enemy, you'll have to let go of the fire button at regular intervals to keep from overheating.



League Fighter Craft

Craft	Shield/Hull (units)	Top Speed (meters/sec.)	Acceleration (meters/sec.^{2})	Turn Rate (degrees/sec)	Primary Weapons	Secondary Weapons
S-5 Vampire	60/60	600	4	256	Laser/AS Laser x1	Stun Missile
S-4 Dark Angel	90/90	340	4	256	Laser/AS Laser x2	Stun Missile Tracker Missile
S-9 Hydra	100/100	500	3	192	Laser/AS Laser x3 Scatter Gun x1 EMP Gun x2	Motion Missile AS Missile
S-7 Chimera	120/120	400	3	192	Laser/AS Laser x2 Rear Autolaser x1	Plasma Torpedo AS Torpedo Burst Torpedo
S-11 Demon	120/120	450	3	192	Plasma x2 Scatter Gun x1 EMP Gun x2	Plasma Torpedo AS Torpedo Motion Missile Grapple Gun
S-21 Eclipse	80/80	700	4	64	Laser/AS Laser x2 Scatter Gun x1 EMP Gun x2	Tracker Missile Plasma Torpedo

Navy Fighter Craft

Craft	Shield/Hull (units)	Acceleration (meters/sec.^{2})	Turn Rate (degrees/sec)
T-9 Tornado	50/50	4	256
T-45 Thunderchild	70/70	4	192
T-29 Stormlord	100/100	2	192
T-5 Avalanche	60/60	3	192
T-57 Blizzard	80/80	2	192
T-21 Spectre	120/120	4	4
T-1 Typhoon	150/150	? (>4)	? (>256)

Navy Fleet Craft

Craft	Shield/Hull (units)	Length (meters)	Grids (relative attack power)
Frigate	600/600	555.23	2
Cruiser	700/700	1242.87	3
Destroyer	800/800	1440.56	4
Dreadnought	900/900	1989.17	5
Strike Cannon	100/100	343.29	2
Command Craft	600/600	1133.15	2
Titan	1000/1000	1972.61	6
Super Titan	1000/1000	4376.55	10
Cargo Transport	200/200	279.92	1
Civilian Transport	200/200	245.22	1
Tanker	200/100	212.07	1
Battle Platform	600/600	3212.18	5
Heavy Battle Platform	600/600	3874.29	2
Space Station	600/600	874.69	2
Space Port	700/700	1677.98	2
Mining Station	600/600	642.96	2
Arms Orbital	600/600	749.60	2
Super Arms Orbital	900/900	1499.21	2
Carrier	700/700	2810.18	2

PlayStation strategy
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PlayStation strategy

Colony Wars

MAP LEGEND
If you win a mission, follow the Green Arrow →
If you lose a mission, follow the Red Arrow →
Fighters used and nearby planets are shown in blue

GALLONIGHER SYSTEM

ACT 1: A NEW THREAT

- Initial Duty — S-5 (Midas)
- → Defending the Civilian Colony — S-4 (Midas)
- → The Navy Threatens Gallonigher — S-4 (Midas/Proteus)

Note: If you win any two of the three missions in Act 1, you'll advance to Act 2. If not, you'll have to start over

ACT 2: THE TERRIFIED PLANETS

- Battling for the Platform — S-9
- → Regrouping for the Platform Assault — S-9
- → Attempting to Secure Gallonigher — S-9
- → Saving the Battle Platform — S-4
- → Closing the Warp Hole — S-11
- → To Act 3b
- → To Act 3a

DIOMEDES SYSTEM

ACT 3a: WASTED & DRAINED

- The Navy Turns on Diomedes — S-5
- → A Bomb In the System — S-9 (Iris)
- → The Threatened Frigate — S-4

ACT 4a: ALL OR NOTHING

- Raiding Diomedes — S-5 (Loacoon)
- → Holding Off the Enemy — S-4 (Elysium)
- → To Act 6a
- → Diomedes Under Threat of Darkness — S-7 (Elysium)
- → Ending 1

ALPHA-CENTAURI SYSTEM

ACT 6a: THE RAGE OF CIVIL WAR

- Entering Alpha-Centauri — S-9 (Virgia)
- → Targeting a Faction Destroyer — S-9
- → Unknown Forces in the System — S-11 (Virgia)
- → League Communications Under Threat — S-5 (Calliopia)
- → Maintaining the League's Supplies — S-4
- → To Act 3b
- → To Act 7a

ACT 7a: GLORY TOMORROW, TREACHERY TODAY

- Under Attack in Alpha-Centauri — S-4 (Calliopia)
- → Targeting a Faction Destroyer — S-7 (Ballistus)
- → Stranded in Alpha Centauri — S-5
- → Sabotaging the Peace Talks — S-9 (Ballistus)
- → Destroying an Enemy Starport — S-7 (Hesta)
- → Ending 2

ACT 7b: THE LEAGUE IN AGONY

- Virus Alert — S-5 (Deucalion)
- → League VIPs Under Threat — S-11 (Deucalion)
- → Protecting the League's Commanders — S-4
- → Talks Disrupted by Traitors — S-11
- → Looking Forward to Peace — S-4 (Erato)
- → To Act 8a

ACT 8a: ONE LAST PUSH

- Dreadnaught versus Dreadnaught — S-9 (Erato)
- → Ending 2
- → Ending 3

DRACO SYSTEM

ACT 3b: BAPTISM BY FIRE

- The League Enters Draco — S-9 (Hecate)
- → Targeting Navy Supplies — S-7
- → Solitary Duty — S-7
- → The Navy Retaliates — S-4 (Selene/Eurydice)
- → Navy Intelligence Threatens the League — S-11 (Selene)
- → To Act 4b
- → To Act 4c

ACT 4b: INTO THE ENEMIES' HEART

- A Damaged Cruiser Attempts to Dock — S-9 (Selene)
- → Attacking a Navy Frigate — S-7 (Eos)
- → Medical Units Under Attack — S-4 (Eos)
- → The Navy Begins Its Counterattack — S-11 (Janus)
- → Tracking Down Survivors — S-4 (Janus)
- → To Act 6a

ACT 4c: TIME TO STRIKE

- The League Targets Enemy Intelligence — S-9 (Shalina)
- → The Defense of League Supply Routes — S-7
- → The Funeral Raid — T-4S
- → Moving the Strike Cannons — S-11
- → Civilians in Danger — S-11
- → To Act 5

ACT 5: PULLING IN TWO DIRECTIONS

- Destroyer versus Destroyer — S-9 (Harmonia)
- → To Act 6b
- → To Act 6a

SOL SYSTEM

ACT 6b: CLOSING IN ON SOL

- Entering the Sol System — S-5
- → Urgent Assistance Required — S-11 (Pluto)
- → Assault on the Sol Platform — S-9
- → Asteroid Alert — S-11 (Pluto)
- → Civilians at Risk — S-11 (Neptune)
- → To Act 7d
- → To Act 7c

ACT 7c: A VAST AND LONELY PLACE

- Securing the League's Positions — S-5 (Neptune)
- → In Defense of the Battle Platform — S-9 (Pluto)
- → Capturing a Clone Craft — S-11 (Uranus)
- → Sabotaging the Sol System — S-11 (Pluto)
- → Strike Cannons Turned on Saturn — S-9 (Saturn)
- → Ending 4

ACT 7d: INSIDE THE ENEMY'S HOME

- Destruction of an Arms Orbital — S-7 (Jupiter)
- → Enemy Commander Required Alive — S-21 (Jupiter)
- → Raid on the Jupiter Starport — S-21 (Jupiter)
- → Protecting a League Command Craft — S-11 (Mars)
- → In Search of a Missing Transporter — S-4 (Jupiter)
- → To Act 8b

ACT 8b: DESCENT INTO HELL

- A Titan Hits Back — S-9 (Mars)
- → To Act 9
- → Ending 4

ACT 9: A COLLISION COURSE WITH EVIL

- The League Reach Out — S-4 (Mars)
- → Battling a Cloned Dreadnaught — S-7
- → Attack on the Mars Starport — S-7 (Mars)
- → A Stranded Dreadnaught — S-4 (Jupiter)
- → Destruction of the Clone Fighters — S-21 (Mars)
- → To Act 10
- → Ending 4

ACT 10: FACING THE HEAT OF SOL

- Preparing for the Last Assault — S-21 (Earth)
- → Encountering Fierce Resistance — S-21 (Earth)
- → In Sight of Earth — S-21 (Earth)
- → Ending 5
- → Ending 6

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LAST BRONX

by Adrian Sanchez



At first glance it seems to be just another *Virtua Fighter* clone, but *Last Bronx* contains some pretty cool features which make it a worthwhile addition to the fighting game scene. The use of "guard cancels" and rolls add a new level of depth that will keep your opponent guessing at all times. With over fifty moves and combos per character, realistic fighting styles and well-balanced fighters, *Last Bronx* should definitely *not* be overlooked.

Guard Cancel

What is a "guard cancel?" In *Last Bronx*, you can cut off your character's animation while a particular attack is in progress. This is easily executed by pressing the **Guard** button at any time during the attack motion. Understanding this technique is essential to the mastering of the game, since the majority of the combo system relies heavily upon it. For example, let's say you try Kurosawa's uppercut and straight (↘ + **Punch**) and it doesn't connect. If you guard cancel the straight, however, he will recover in time to perform a juggling triple-punch combo for big damage.

Guard cancels can also be very useful when applying offensive pressure. Most regular ground combos will leave your fighter stuck in vulnerable recovery animation after the final hit. To avoid this, simply cancel the last attack in the series and quickly begin a new combo to keep your opponent blocking. And speaking of blocking: It can't hurt to throw a grab or two in between some of those guard-canceled combos, can it?

Rolling

Another interesting feature of *Last Bronx* is the ability to roll. Aside from the standard "rise from the ground" roll, you can perform a roll by pressing **Guard** + **Punch** + **Kick** at any time during combat. Rolling allows you to get close to your opponent without having to dash or jump. It is also much safer, since you cannot get hit by a high- or mid-level attack while in the roll animation. It is most effectively used to get within throwing range after a missed combo or enemy attack.

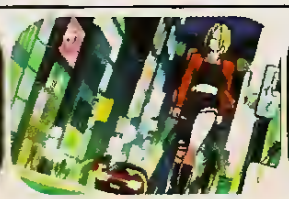
In the right hands, the defensive roll can be used as a devastating offensive weapon—but it does have its drawbacks. First, you can be knocked down by any low attack while performing a roll. Although the hit is usually not very damaging, a quick opponent can follow-up with a ground attack or pounce. Another way to counter a roll is with a roll of your own. Usually a roll is followed up with a throw, so performing a roll as your opponent is getting up from his or her own roll will allow you to dodge the incoming throw, leaving your opponent defenseless.

Ground Attacks

As in most *Virtua Fighter* style games, you can hit your opponent while he or she is on the ground. Each fighter has a pounce attack which is executed by pressing ↑ + **Punch** and a close-range ground attack done by pressing ↘ + **Punch**. Kurosawa has a ↘ + **Kick** ground attack with very limited range, Lisa and Nagi have ↑ + **Kick** pounces and Tommy has a ↘ + **Punch** + **Kick** ground hit that has a little more power than his regular one.

Not all knockdowns allow for ground attacks, so be careful when you use them. A missed pounce will leave you wide open for attack. Ground attacks do not have much range, so it is wise to take a quick dash toward your enemy before attempting any of the pouncing attacks.









Throwing

Everyone has a **Punch** + **Guard** throw as in *Virtua Fighter*. It is possible to escape from these grabs by pressing **Punch** + **Guard** as soon as you see your opponent begin his or her throw. Each character has a special throw performed by pressing one or more buttons along with specific controller motions. You cannot escape from these grabs, which are more powerful than the others. Also note that you cannot grab a crouching opponent with a regular grab, but you *can* throw a crouching opponent with some special throws or by simply pressing ↓ + **Punch** + **Guard**.



Lisa



- One of the fastest characters in the game, Lisa has lightning-quick combos and very little recovery time from most of her moves
- Her throws are weak, so use her ← ↓ + **Kick** + **Guard** grab for greatest damage
- Thanks to her speed, Lisa can guard cancel into some of the most effective fake-outs. Use the Low Back Beat fake into a mid-level kick to get your opponents caught in a crouching guard
- Lisa is best used as an offensive character. Keep attacking with her quick punch combos to hold your opponents at bay without giving them much time to start any attacks of their own
- Her most effective launching attacks are the Turn Level Punch and Uppercut attacks, these can lead into all sorts of juggle combos

Special Attacks

Punch/Kick	**Punch, Kick**
Five Times Punch	**Punch, Punch, Punch, Punch, Punch**
Sonic Wave	← ↘ + **Punch** + **Kick**
Middle Screw Punch	↘ ↘ + **Punch** + **Kick**
Tom-Tom Rush	← ← + **Punch** + **Kick**
Lisa One	↙ + **Punch** + **Kick**
Lisa One-Two	↙ + **Punch** + **Kick, Punch**
Lisa One-Two-Shoot	↙ + **Punch** + **Kick, Punch, Punch**
Spinning Rod	**Punch** + **Kick**
Double Spinning Rod	**Punch** + **Kick, Punch**
Low Sweep	↓ ↙ ← + **Punch** + **Kick**
Spinning Kick	**Kick** + **Guard**
Round Punch	→ → + **Punch**
Typhoon Center	↑ + **Punch**
Small Typhoon	↖ + **Punch**
Turn Level Punch	← → + **Punch**
Spinning Punch	← + **Punch**
Spinning Double Punch	← + **Punch, Punch**
Spinning Punch/Low Punch	← + **Punch**, ↓ + **Punch**
Low Back Beat	↙ + **Punch**
Double Low Back Beat	Hold ↙, press **Punch, Punch**
Thrust Punch	→ + **Punch**
Uppercut	↘ + **Punch**
Uppercut/Turn Heel	↘ + **Punch, Kick**
High Toe Kick	↓ + **Kick**

Throws

← → + **Kick** + **Guard**
↙ → + **Punch** + **Kick**
← ↓ + **Kick** + **Guard**

Combos

↘ + **Punch**, ← ↘ + **Punch** + **Kick**, ↘ ↘ + **Punch** + **Kick**
↘ + **Punch**, ← ↘ + **Punch** + **Kick** ↓ ↙ ← + **Punch** + **Kick**
↓ + **Kick**, ← + **Punch**, ↓ + **Punch**
← → + **Punch**, **Punch** x 4, ↘ + **Punch**
↖ + **Punch**, **Punch** x 5 (you'll miss the first punch but connect with the last four hits)
↖ + **Punch**, jump ↗ + **Kick**
↖ + **Punch**, → → + **Punch**
↘ ↘ + **Punch** + **Kick**, **Punch** x 5
← → + **Punch**, ← + **Punch**, **Punch**
← → + **Punch**, ← + **Punch**, ↓ + **Punch**
← → + **Punch**, ↓ + **Kick**
← → + **Punch**, ← + **Punch**, **Punch, Guard**, ↙ + **Punch**, ↓ + **Punch**
← → + **Punch Punch** + **Kick**, ↙ + **Punch**, ↓ + **Punch**
↘ ↘ + **Punch** + **Kick**, ↙ + **Punch**, ↓ + **Punch**
↘ + **Punch, Kick Guard, Punch** x 4, **Guard**, ↙ + **Punch**, ↓ + **Punch**
↘ + **Punch, Kick, Guard**, ↘ + **Punch, Kick, Guard**, ↙ + **Punch**, ↓ + **Punch**
↘ + **Punch, Kick Guard**, ↙ + **Punch** + **Kick, Punch, Punch, Guard**, ← ↘ + **Punch** + **Kick**
↘ + **Punch, Kick, Guard, Punch** + **Kick**, ↙ + **Punch** + **Kick, Punch**



Kurosawa



- Kurosawa is very deceptive in the way he "hides" his moves. If he misses with any power move, he can—with a very slight delay—follow up with a quick kick or punch that seems to come out of nowhere
- He has a good arsenal of throws, which connect for a good deal of damage and manage to keep opponents close enough for a quick ground attack afterwards
- Kurosawa has the fastest kicks in the game, and he's quick to draw his wooden sword. His kick ground attack is very cool but highly impractical, so try to stay away from it

Special Attacks

Punch/Kick	**Punch, Kick**
Triple Punch	**Punch, Punch, Punch**
Head Attack	→ → + **Punch** + **Kick**
Step in Straight	↘ + **Punch** + **Kick**
Straight	**Punch** + **Kick**
Palm Shot	← + **Punch** + **Kick**
Triple Palm Shot	→ + **Punch** + **Kick, Punch**
Smash Punch	→ → + **Punch**
Middle Thrust Punch	← → + **Punch**
Uppercut	↓ ↘ → + **Punch**
Slant Low Sweep	← ↘ + **Punch**
Body Blow	→ + **Punch**
Short Uppercut	↘ + **Punch**
Uppercut/Straight	↘ + **Punch, Punch**
Wind God Fist	↘ ↘ + **Punch**
Disorder Punch	← + **Punch**
Double Disorder Punch	← + **Punch, Punch**
Triple Disorder Punch	← + **Punch, Punch, Punch**
Dashing Kick	→ → + **Kick**
Quick Low Kick	↓ + **Kick**

Throws

↓ ↘ → + **Punch** + **Kick**
↓ ↓ + **Kick** + **Guard**
→ ↓ ↘ + **Punch** + **Guard**
→ ↘ ↓ ↙ ← + **Punch** + **Kick**

Combos

→ + **Punch**, → → + **Punch**
↓ ↘ → + **Punch, Punch, Punch, Punch**
↓ ↘ → + **Punch**, → → + **Kick**, ↓ + **Kick**
→ → + **Kick Punch, Punch, Punch**
→ → + **Kick, Punch** + **Kick**
↓ ↘ → + **Punch** ↘ + **Punch, Punch**
↓ ↘ → + **Punch**, ← → + **Punch**
Kick, ↘ + **Kick**
↘ + **Punch, Punch Guard, Punch Punch, Punch**
↘ + **Punch, Punch, Guard**, ← + **Punch Punch, Punch**
↘ + **Punch, Punch Guard**, ← + **Punch, Punch, Punch, Guard**, ← ↘ + **Punch**
↘ + **Punch, Punch, Guard**, ← + **Punch, Punch, Punch, Guard**, ↘ ↘ + **Punch**
↘ + **Punch, Punch, Guard, Punch, Punch, Punch, Guard**, ↓ + **Kick**
↘ + **Punch, Punch, Guard**, ← + **Punch Punch, Punch, Guard**, → + **Punch**
↘ + **Punch, Punch, Guard, Punch, Punch, Guard**, ← → + **Punch**
↘ + **Punch, Punch, Guard, Punch, Punch, Guard**, ↘ + **Punch**
↘ + **Punch, Punch, Guard**, → → + **Kick**



Zaimoku



• Let's see Zaimoku is by far the slowest character in *Last Bronx* He has the least amount of combos and some serious delay after most of his moves He does, however have amazing strength—and that, my friends, is all he needs Two grabs and the fight's over

• His half-circle-back punch-and-kick throw takes a whopping 50% off an enemy's energy bar The same throw, performed against an opponent whose back is to the wall, will deal out 70% damage

• Zaimoku works best on the defensive end Make your opponent miss a move by taking backward steps, then rush in with the triple punch If the hits connect, the damage will be worth your while, if they don't, guard cancel the last hit and grab

• To add to his defensive strength, he comes fully equipped with punch and kick reversals

These moves are difficult to perform, but if you use them sparingly your opponent will think twice before launching any attack

Special Attacks

Punch/Kick	Punch, Kick
Triple Punch	Punch, Punch, Punch
Double Spinning Punch	← ↙ ↓ ↘ → + Punch
Head Attack	← → + Punch + Kick
Round Hammer	↘ + Punch + Kick
Up Punch	Punch + Kick
Up/Down Punch	Punch + Kick, Punch + Kick
Knockdown Punch	→ ↘ ↓ + Punch
Swinging Uppercut	Hold ↓, then → + Punch
Side Hammer	← → + Punch
Volcano Attack	→ → + Punch
Lifting Uppercut	↘ ↘ + Punch
Low Swing Punch	↙ ↓ ↘ + Punch
Rock Crusher	→ + Punch
Stick Thrust	→ + Punch, Punch
Smash Hammer	↙ + Punch
Rave Hammer	↙ + Punch, Punch
Uppercut	↘ + Punch
Knuckle Punch	← + Punch
Kenka Kick	→ + Kick
Kneel Kick	← ↘ + Kick + Guard
Punch Reversal	← → + Guard
Punch Reversal 2	← ↘ + Guard
Kick Reversal	→ ← + Guard
Kick Reversal 2	→ ↙ + Guard

Throws

← → → + Punch + Kick
↓ ↓ + Punch + Kick
→ ↘ ↓ ↙ ← + Punch + Kick

Combos

← → + Punch, ↘ + Punch
Punch + Kick, Punch + Kick, ↘ + Punch
← → + Punch, ↘ ↘ + Punch
Hold ↓, then → + Punch, ← → + Punch
← → + Punch, → + Punch, Punch
← + Punch, ↘ + Punch
Hold ↓, then → + Punch, ← ↘ + Kick + Guard
← → + Punch, ← + Punch, ↘ + Punch
← → + Punch, ← + Punch, ↘ ↘ + Punch





Yoko



• Yoko has above-average speed, good throws excellent fakes outstanding combo ability and a well balanced variety of punch es and kicks Her range could use a little work, but it's by no means a handicap

• Good use of guard cancelling will allow you to keep your opponents guessing whether to block high or low Her Low Spin Kick will cause opponents to block low, if you cancel the attack, however, it will be very difficult for a low-blocking enemy to guard against a combo-launching knee This can also be effective when used as part of her Triple Punch/Low Kick combo

Special Attacks

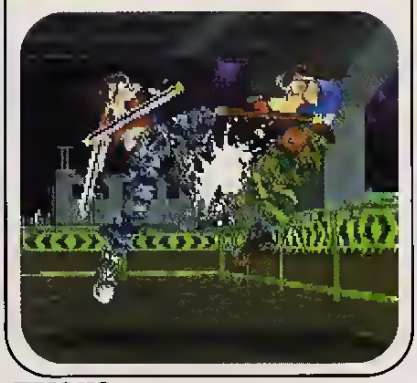
Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick
Double Punch/Double Kick	Punch, Punch, Kick, Kick
Double Punch/High Kick/Low Kick	Punch, Punch, Kick, ↓ + Kick
Triple Punch	Punch, Punch, Punch
Triple Punch/Kick	Punch, Punch, Punch + Kick
Triple Punch/Low Kick	Punch, Punch, Punch, ↓ + Kick
Triple Punch/Air Raid Kick	Punch, Punch, Punch, ↑ + Kick
Double Hammer	Punch + Kick
Step Inside Kick	Kick + Guard
Double High Kick	Kick + Guard, Kick
High/Low Spin Kick	Kick + Guard, ↓ + Kick
Low Spin Kick	↓ + Kick + Guard
Middle Straight Punch	→ → + Punch
Vertical Punch	← → + Punch
Vertical Double Punch	← → + Punch, Punch
Smash Elbow	→ + Punch
Back Knuckle	← + Punch
Double Back Knuckle	← + Punch, Punch
Back Knuckle/Kick	← + Punch, Kick
Uppercut	↘ + Punch
Uppercut/Kick	↘ + Punch, Kick
Twist Shot	↙ + Punch
Heel Drop	→ → + Kick
Air Raid Kick	↑ + Kick
Toe Kick	↓ + Kick
Knee Assault	→ + Kick

Throws

← + Punch + Guard
← → + Punch + Kick
← ↙ ↓ ↘ → + Punch

Combos

← → + Punch, Punch → → + Punch
← → + Punch, Punch, → → + Kick
← → + Punch, Punch, Punch, Punch, Kick, ↓ + Kick
← → + Punch, Punch, Punch Punch, Punch, ↑ + Kick
Punch + Kick → → + Punch
Punch + Kick ↑ + Kick
← → + Punch, Punch ← + Punch, Punch
← → + Punch, Punch, ← + Punch, Kick
→ + Kick, Punch, Punch Punch, → + Kick
→ + Kick, → → + Punch
← → + Punch, Punch, → + Kick, → → + Punch
← → + Punch, Punch, Punch, Kick, Guard, → + Kick
← → + Punch, Punch, Punch, Kick, Guard, Punch, Kick, Guard, → → + Punch
← → + Punch, Punch, Punch, Kick, Guard, Punch + Kick
Punch + Kick, → → + Punch
Punch + Kick, ↘ + Punch Kick
→ + Kick, Punch, Kick, Guard, ↑ + Kick



Tommy



• Tommy has excellent range and a good variety of combos on his side Use his staff to keep opponents at bay while setting them up for some damaging combos

• His speed is about average, definitely not as quick as characters like Lisa or Nagi He is best when used from a distance and given time to react to incoming moves

• Up close, he has some damaging throws which effectively launch opponents across the screen this allows you to return to the aforementioned long-range strategy

Special Attacks

Triple Punch	Punch, Punch, Punch
Punch/Kick	Punch, Kick
Double Punch/Kick	Punch, Punch, Kick
Long Range Stick	← → → + Punch + Kick
Straight Punch	→ + Punch + Kick
Spin Kick	Punch + Kick
Spin Kick/Low Kick	Punch + Kick, ↓ + Punch + Kick
Low Spin Kick	↓ ↓ + Kick + Guard
Tornado Punch	→ ↘ ↓ + Punch
Jumping Low Punch	↑ + Punch
Jumping Low Double Punch	↑ + Punch, Punch
Middle Straight Punch	→ → + Punch
Shaped Punch	← → + Punch
Crossing Shaped Punch	← → + Punch, Punch
Upper Stick	← + Punch + Kick
Low Sweep	← ↘ + Punch
Double Low Sweep	← ↘ + Punch, Punch
Elbow	→ + Punch
Turn Punch	↙ + Punch
Double Turn Punch	↙ + Punch, Punch
Double Turn Punch/Kick	↓ ↙ + Punch, Punch, Kick
Face Crusher Punch	↘ ↘ + Punch
Uppercut	↘ + Punch
Double Uppercut	↘ + Punch, Punch
Back Beat	← + Punch
Triple Back Beat	← + Punch, Punch, Punch
Middle Shot	Hold ↓, then → + Punch
Spiral Kick	↗ + Kick

Throws

↓ ↙ ← + Punch
→ ← → + Punch + Kick
← ↙ ↓ ↘ → + Kick + Guard

Combos

↘ + Punch, Punch, ← + Punch + Kick
↘ + Punch, Punch, ← + Punch, Punch
↘ + Punch, Punch, ↗ + Kick
↘ + Punch, Punch ↓ ↓ + Kick + Guard
↘ + Punch, Punch, ← ↘ + Punch, Punch
← → + Punch, Punch, Guard, Punch + Kick, ↓ + Punch + Kick
← → + Punch, ↙ + Punch, Punch, Kick
← → + Punch, Punch, Punch, Punch
← → + Punch, ↓ ↓ + Kick + Guard
↘ + Punch, Punch, Guard ↘ + Punch, Punch, ← ↘ + Punch, Punch
↘ + Punch, Punch, Guard, ↙ + Punch, Punch, Kick
← → + Punch, Punch, Guard, ← + Punch, Punch, Guard, ↓ ↓ + Kick + Guard
← → + Punch, Punch, Guard, ← + Punch + Kick
↘ + Punch, Punch, Guard ↘ ↘ + Punch
↘ + Punch, Punch Guard ← + Punch, Punch, Guard, ← + Punch
↘ + Punch, Punch Guard, ↙ + Punch Punch, Kick, Guard, ↓ ↓ + Kick + Guard
↘ + Punch, Punch, Guard ← ↘ + Punch, Punch, Guard, ← + Punch
←, → + Punch, Punch, Guard, ↘ + Punch, Punch, Guard, → ↘ ↓ + Punch



Nagi



- The fastest in the game, Nagi will run circles around most of the others when used correctly
- Her ultra fast sweep can go under most any high attack with the right timing and acts as a launcher when used as a counter attack. Once you're on the ground, she can punish you badly with a two-hit ↘ + **Punch** or a pounce attack that's on you faster than you can say "ouch!"
- Her fakeout tactics are extremely effective and should be used often, but not predictably. Try to mix it up a little with high to low fakes and vise versa, for example, → → + **Punch**, guard cancel into ↘ ↘ + **Punch** + **Kick** or ↓ + **Kick** + **Guard**, cancelled into a two mid-level kick combo. She doesn't have great throws or the best range, but she is definitely a worthy opponent

Special Attacks

Punch Kick	**Punch, Kick**
Double Punch	**Punch, Punch**
Triple Punch	**Punch, Punch, Punch**
Triple Punch/Kick	**Punch, Punch, Punch, Kick**
Triple Punch/Double Kick	**Punch, Punch, Punch, Kick, Kick**
Goddess Seer	→ + **Punch** + **Kick**
Low Sweep	↘ ↘ + **Punch** + **Kick**
Jump High Kick	**Kick** + **Guard**
High/Low Spin Kick	**Kick** + **Guard** ↓ + **Kick** + **Guard**
Low Spin Kick	↓ ↓ + **Kick** + **Guard**
Double Spin Kick	↓ ↓ + **Kick** + **Guard Kick**
Triple Spin Kick	↓ ↓ + **Kick** + **Guard Kick, Kick**
Combo Spin Kick	↓ ↓ + **Kick** + **Guard Kick, Kick,** ↓ + **Kick**
Cross Cutter	← ↘ + **Punch**
Thrust Punch	↘ ↘ + **Punch**
Thrust Punch/Swing	↘ ↘ + **Punch, Punch**
Snapping Back Punch	→ → + **Punch**
Middle Thrust Punch	← → + **Punch**
Middle Thrust Punch/Kick	← → + **Punch, Kick**
Middle Slash	→ + **Punch**
Double Middle Slash	→ + **Punch Punch**
Double Middle Slash/Kick	→ + **Punch Punch, Kick**
Triple Middle Slash	→ + **Punch Punch Punch**
Crescent Cutter	↙ → + **Punch**
Crescent Shooting Star	↙ → + **Punch, Punch**
Uppercut	↘ + **Punch**
Twisting Shot	↙ + **Punch**
Flying Back Kick	↗ + **Kick**
Heel Drop Kick	→ → + **Kick**
Hook Kick	↙ + **Kick**
Rising Kick	↓ + **Kick**
Middle Hook Kick	↘ + **Kick, Kick**
Step Edge	→ + **Kick**
Screw Fall Kick	↓ + **Kick** + **Guard**

Throws

← → + **Kick** + **Guard**
← ↙ ↓ ↘ → + **Punch** + **Kick**

Combos

↘ + **Punch, Punch, Punch, Punch, Kick**
↘ + **Punch,** → + **Punch, Punch, Punch**
↘ + **Punch** → → + **Kick**
↘ + **Punch,** → + **Punch, Punch, Kick**
↘ + **Punch,** ↙ → + **Punch, Punch**
↓ + **Kick, Kick** + **Guard**
↓ + **Kick,** ← → + **Punch**
↓ + **Kick,** ← → + **Punch, Kick**
↓ + **Kick** → → + **Kick**
→ + **Kick** → + **Punch** + **Kick,** ↗ + **Kick**
↘ + **Punch,** ← → + **Punch, Kick Guard** ↙ → + **Punch Punch**
↙ → + **Punch, Punch Guard** ← → + **Punch, Kick Guard,** ↘ + **Kick, Kick**
↘ + **Punch,** → + **Punch, Punch, Guard,** ↓ ↓ + **Kick** + **Guard**



Joe



- Joe is.... well, your average Joe. (Haha! Sorry.) His only above-average quality is his strength, and even that is nothing to write home about. Not that he can't hold his own in a fight, in the right hands he can certainly be a force.
- His combos inflict major damage, but they can be a bit difficult to pull off in a real fight.
- He has a good variety of throws and his ← → + **Punch** + **Kick** launcher can be crudely effective, if predictable. (He doesn't have too many launchers.)

Special Attacks

Punch/Kick	**Punch, Kick**
Double Punch/Kick	**Punch, Punch, Kick**
Triple Punch/Kick	**Punch, Punch, Punch, Kick**
Punch Times Four	**Punch, Punch, Punch, Punch**
Up Draft Shot	↘ ↘ + **Punch** + **Kick**
Tempest Straight	→ + **Punch** + **Kick**
Stealth Swallow	← ↘ + **Punch** + **Kick**
Back Spin Kick	**Kick** + **Guard**
Spiral Punch	Hold ↓, then → + **Punch**
Tornado Punch	→ → + **Punch**
Side Slasher	← → + **Punch**
Slash Accel	← → + **Punch, Kick**
Knockdown Punch	↓ ↓ + **Punch**
Hurricane Shot	↘ ↘ + **Punch**
Double Spiral Punch	↘ ↘ + **Punch, Punch**
Palm Shot	→ ↓ + **Punch**
Winding Stream	← + **Punch**
Winding Triple	← + **Punch, Punch, Punch**
Elbow	→ + **Punch**
Elbow/Spin Kick	→ + **Punch, Kick**
Shoulder Ramble	**Punch** + **Kick**
Shoulder High	**Punch** + **Kick, Kick**
Shoulder Crawl	**Punch** + **Kick,** ↓ + **Kick**
Uppercut	↘ + **Punch**
Long Middle Kick	→ → + **Kick**
Standing Kick	Hold ↓, then release and press **Kick** while rising

Throws

← + **Punch** + **Guard**
← → + **Punch** + **Kick**
← ↙ ↓ ↘ → + **Punch** + **Kick**

Combos

Kick + **Guard,** → → + **Punch**
↘ + **Punch,** ↓ → + **Punch**
↘ + **Punch,** ↘ ↘ + **Punch** + **Kick**
Hold ↓, then release and press **Kick, Punch, Punch, Punch, Punch**
Hold ↓, then release and press **Kick Punch, Punch, Kick**
Hold ↓, then release and press **Kick,** ↘ ↘ + **Punch, Punch,** ↓ → + **Punch**
Kick + **Guard,** → → → → + **Kick,** ↓ → + **Punch**
← → + **Punch, Kick, Guard, Punch, Punch, Kick**
← → + **Punch, Kick, Guard,** ↘ ↘ + **Punch, Punch,** ↓ → + **Punch**
← → + **Punch, Kick, Guard,** → + **Punch** + **Kick,** ↘ ↘ + **Punch, Punch**
← → + **Punch, Kick, Guard,** → → + **Kick** ↓ → + **Punch**
← → + **Punch, Kick, Guard,** → + **Punch, Kick, Guard,** → + **Punch, Kick, Guard,** ↓ → + **Punch**
← → + **Punch, Kick, Guard, Punch, Punch, Kick, Guard,** ↘ ↘ + **Punch, Punch**
← → + **Punch, Kick, Guard, Punch, Punch, Kick, Guard,** ↘ ↘ + **Punch** + **Kick**
← → + **Punch, Kick, Guard,** → + **Punch, Kick, Guard,** ↘ ↘ + **Punch** + **Kick**
← → + **Punch, Kick, Guard,** ↘ ↘ + **Punch, Punch, Guard,** ↘ + **Punch, Punch,** ↓ → + **Punch**



Yusaku



- One of the tougher characters, Yusaku can really pour on the pain if given an opening.
- His → ↙ → + **Punch** + **Kick** throw can be a bit tricky to execute, but the damage makes it well worth the effort since it is the second strongest throw in the game.
- His attack range is about average, but his Crop Hammer Punch and Uppercut moves have amazing reach, making it difficult to get in close.
- On the ground, he can punish you with a double hit ground attack, which I'll go ahead and recommend over the slow, short ranged pounce.
- Add a few damaging combos that are easy to perform and you've got an excellent character for beginners and experts alike.

Special Attacks

Punch/Kick	**Punch, Kick**
Double Punch/Kick	**Punch, Punch Kick**
Triple Punch	**Punch, Punch, Punch**
Double Punch/Over Top Punch	**Punch, Punch,** ↑ + **Punch**
Triple Punch/Kick	**Punch Punch, Punch, Kick**
Triple Punch/Low Kick	**Punch, Punch, Punch,** ↓ + **Kick**
Shoulder Tackle	← → → + **Punch**
Crop Hammer Punch	↘ ↘ + **Punch**
Low Sweep	← ↘ + **Punch** + **Kick**
Dual Knock	↘ + **Punch** + **Kick**
Exhaust Storm	↓ ↙ ← + **Punch** + **Kick**
Head Bash Kick	↑ + **Kick**
Screw Kick	**Kick** + **Guard**
Double Screw Kick	**Kick** + **Guard, Kick**
Uppercut	↓ ↘ → + **Punch**
Spinning Level Punch	← → + **Punch**
Sonic Elbow	← ↘ + **Punch**
Open Beat	↙ + **Punch**
Open Beat Accel	↙ + **Punch, Kick**
Swing Punch	→ + **Punch**
Double Swing Punch	→ + **Punch, Punch**
Upper Swing	↘ + **Punch**
Power Loop	↑ + **Punch**
Low Spin Kick	↓ + **Kick** + **Guard**
Soul Swing	← + **Punch**
Double Soul Swing	← + **Punch, Punch**
Burning Soul	← + **Punch, Punch, Punch**
Flywheel Kick	→ → + **Kick**

Throws

→ ↘ ↓ + **Punch**
↙ → + **Punch**
→ ↙ → + **Punch** + **Kick**

Combos

↘ + **Punch,** ↓ ↘ → + **Punch**
↘ + **Punch, Punch, Punch Punch** ↓ + **Kick**
→ + **Punch, Punch,** ↓ ↘ → + **Punch**
→ + **Punch, Punch,** ↘ ↘ + **Punch**
→ → + **Kick,** ↘ ↘ + **Punch**
→ → + **Kick,** ← → → + **Punch** + **Kick**
↘ + **Punch** + **Kick, Punch, Punch,** ↑ + **Punch**
Kick + **Guard,** ↘ ↘ + **Punch**
Kick + **Guard Kick Guard,** ← ↘ + **Punch**
Kick + **Guard, Kick, Guard,** ↓ ↘ → + **Punch**
Kick + **Guard Kick, Guard,** → + **Punch, Punch**
Kick + **Guard, Kick, Guard,** ↑ + **Kick**
Kick + **Guard, Kick, Guard,** ↑ + **Punch**
Kick + **Guard, Kick, Guard Punch, Punch, Guard,** ← → → + **Punch** + **Kick**
Kick + **Guard, Kick, Guard Punch, Punch, Guard,** ↘ ↘ + **Punch**
Kick + **Guard, Kick, Guard,** → + **Punch, Punch, Guard,** ↘ ↘ + **Punch**
Kick + **Guard, Kick, Guard, Kick** + **Guard, Kick, Guard,** ↓ ↘ → + **Punch**
↘ + **Punch, Punch, Punch, Guard,** ↑ + **Punch**
↘ + **Punch, Punch, Punch, Punch, Guard,** ↓ ↘ → + **Punch**



TREASURES OF THE DEEP

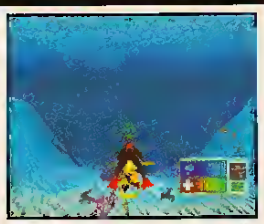
Complete Code Collection

There's more than one reason why this masterpiece from Namco and Black Ops Entertainment includes the word "deep" in its title; its gameplay is just as deep as the dizzying dimensions of its 14 mysterious undersea stages. There's no way we'd be able to give this game enough pages to show you everything that's in store for you as you plunder the long-lost booty of the Bermuda Triangle or the legendary lost city of Atlantis; instead, we've gathered a treasure trove of cheat codes and funky tricks that will definitely help you to get past some of the stickier spots. Just don't cheat your way through every level or you'll get the bends.



Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

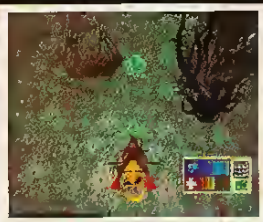
REFILL AIR & HEALTH



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, Up, Down, Left, Right, ×, ×

If you're running low on air or you've taken one shark bite too many, this cheat will simultaneously refill both gauges.

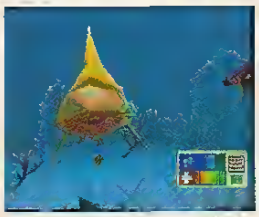
INFINITE AIR



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, ×, □, Up, Right, Down, Left

With this code in place, you'll never have to worry about breathing underwater, because your air will never go down.

INFINITE HEALTH



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, ×, ×

Like the Infinite Air cheat, this code fixes things so you don't have to worry about health, you're completely invincible.

EXTRA CONTINUES



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2

This trick doesn't add extra continues if you haven't used up any, but if you need 'em, it will max out the continue counter.

TURBO SPEED



Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2

An awesome cheat! You can really zip through the briny deep with this code; use it to get the best times on the high score tables.



ALL EQUIPMENT



Down, ×, Left, , Up, Up, △, ∠, Right, Right, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2

Another great code, this gives you all of the equipment in the game instantly without even surfacing go go and buy it

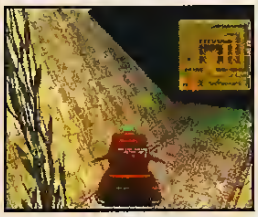
ALL WEAPONS



Down × Left, , Up, Up, △, △, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

Like the "All Equipment" code, this cheat gives you immediate access to all of the game's special weapons any time you need them

REVEAL ENTIRE MAP



Down, ×, Left, , Up, Up, △, ∠, Right, Right, ○, ○, ⎵, ×, ○, ×, □

Make your mission easier by checking out the entire overhead map even before you've explored a square inch of it

HUNTING LICENSE



Down, ×, Left, , Up, Up, △, △, Right, Right, ○, ○, R2, R1, L2, L1

With this code in place, you won't get fined for killing dolphins, mermaids or any other "endangered species"

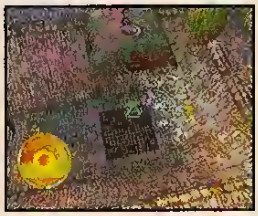
OPEN ALL DOORS



Down, ×, Left, , Up, Up, △, ∠, Right, Right, ○, ○, ×, ○, △, □

That tricky Atlantis stage is a lot easier when you don't have to worry about unlocking any of the gates!

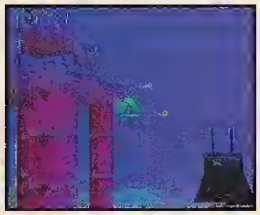
DISABLE CURRENTS



Down, ×, Left, , Up, Up, ⎵, ⎵, Right, Right, ○, ○, R1, L1, L2, R2, ×

If there's a strong current that's making it tough to get where you want to go, just enter this code and your troubles are over

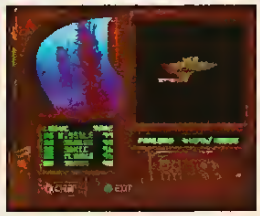
EXTRA GOLD



Down, ×, Left, , Up, Up, ⎵, ⎵, Right, Right, ○, ○, R1, R2, L1, L2, R1, R2, L1, L2

If you're running low on cash, you can get an extra two million bucks each time you enter this valuable code

UNLIMITED PAYLOAD



Down, ×, Left, , Up, Up, ⎵, ⎵, Right, Right, ○, ○, ⎵, Up, ×, Down

You'll see the effects of this code when you start your next mission, it's helpful if you like to carry lots of weapons or equipment

GET TABLET PIECE



Down, ×, Left, , Up, Up, △, △, Right, Right, ○, ○, L1, L2, L1, L2, , ○

If you can't find the secret Atlantis tablet piece in a particular mission, just enter this code and you'll instantly have it

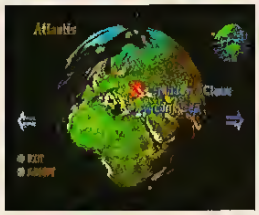
COMPLETE CURRENT MISSION



Down, ×, Left, ⎵, Up, Up, ⎵, ⎵, Right, Right, ○, ○, △, ∠, ⎵, Down, Down, Down

Once you've entered this code, you can exit the current mission and get credit for a "successful dive."

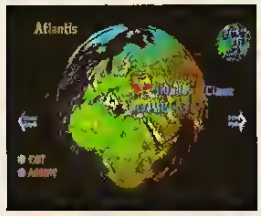
ALL MISSIONS AVAILABLE



Down, ×, Left, , Up, Up, ⎵, ⎵, Right, Right, ○, ○, Down, Right, Up, Left, △, ×

With this code in place, return to the map screen and you'll find that all of the game's missions are available. Or are they?

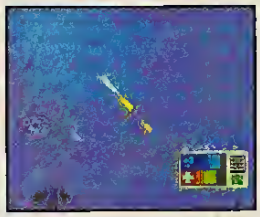
ALL MISSIONS COMPLETE



Down, ×, Left, ⎵, Up, Up, , ⎵, Right, Right, ○, ○, □, ×, ×, ×, □, ⎵, ⎵, ⎵, □, ×, ×, ×

If you really want to ruin the fun for yourself, use this cheat and the game will label all of the missions as "Complete."

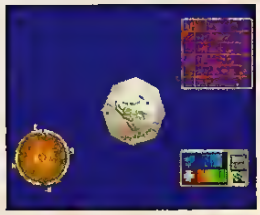
OVERHEAD CAMERA



Down, ×, Left, , Up, Up, △, , Right, Right, ○, ○, △, , ×, L

A top-secret new camera angle! Press **SELECT** + **L1** to zoom the "camera" out or use **SELECT** + **R1** to zoom in

SUPER SHOOTER



Down, ×, Left, ⎵, Up, Up, ⎵, ⎵, Right, Right, ○, ○, ×, Up, ∠, Down

With this code in place, press the × button and you'll find that your spear gun now shoots something else instead of a spear!

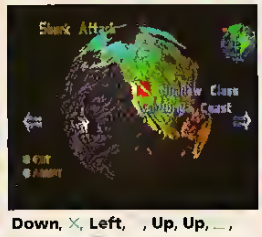
PASS THROUGH OBJECTS



Down, ×, Left, , Up, Up, ⎵, , Right, Right, ○, ○, , , ○, ○

Allows you to pass right through sunken ships, doors, etc. (but not walls). Note that you can't pick up items in this mode

SHARK ATTACK BONUS TIME



Down, ×, Left, , Up, Up, ⎵, ⎵, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1

This cheat gives you extra time in the game's ultra-mega-top-secret bonus stage, that is, if you can find it!

FIGHTING FORCE

PART 1

By Jim Catus

Back On The Streets...

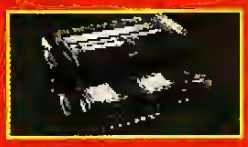


What originally started out as the fourth installment in Sega's highly-successful *Streets of Rage* series ends up as one of the most dynamic, action-packed beat-em-ups of 1997—and, ironically—only available for the PlayStation. *Fighting Force* is loaded with glorious 3-D graphics, yet it still manages to maintain that nostalgic *Final Fight* style of gameplay. In this first installment of our two part strategy, we'll focus on character moves, weapons and power-ups as well as provide you with walk-throughs for the first two levels of the game. Special kudos to Adrian, Susie, Phil and Gary for their continuous, up-to-the-second assistance. Join us next month for the conclusion!

A Host of Lethal Weapons!

There's more than one way to protect yourself in a crime-infested city! Any item may be used by anyone, including the baddies... except the engine block, which can only be lifted by Smasher (He's been eating his Wheaties, no doubt!).


Rocket Launcher


Engine Block


Tire


Ash Tray


Axe


Battery


Board


Soda Can


Broken Bottle


Bottle


Crate


Extinguisher


Knife


Gun


Metal Bar


Auto Scrap


Pipe


Stick

Power-Ups!

Keep a sharp eye out for these helpful items.


First Aid


Gold Bar


Soda Can


Sandwich


Cash


Apple

Hawk Manson





Hawk was once a freedom fighter committed to solving the problems of society in a peaceful manner. One fight after another forced him to re-evaluate his outlook on life. A highly sought-after vigilante, Hawk maims first and asks questions later. Dr. Zeng is his number one priority.

Slide Kick


Press ✕ while running

Special Charge Move
(Drains Power Meter)


Press and hold ✕ and ●

Grabbing Moves
Face enemy and grab by pressing ▲ Button...

Shoulder Throw


... then press ●

Knee in the Stomach


... then press □

Headbutt


... then press ▲

Suplex


... then press and hold ▲

PlayStation strategy
PlayStation strategy
PlayStation strategy

Level 1
Boss HQ



First things first: Beat the crap out of this cop car.



Yes! Now grab the rocket launcher.



As Smasher, you can also lift out the engine and crush those boobs!



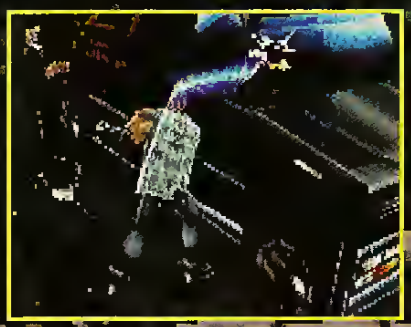
One well-placed shot will rip the front gate wide open.



Now you've done it! Here comes an entire vanload of thugs!



Pry this metal bar loose; it comes in handy for cracking skulls...



...and vandalizing vehicles! Once you finish, grab the tires.



Good—you've eliminated outside security. Now head inside.



Alana McKendrick





At 17 years old, Alana is the definitive party girl. She maintains her tight physique and stamina by dancing in warehouse nightclubs with her school friends until 4 A.M. almost every night. Alana is always in the "on" position, as anyone who gets in her way will attest.

Air Kick



Press □ while running

Special Charge Move
(Drains Power Meter)



Press and hold ✕ and ●

Grabbing Moves
Face enemy and grab by pressing ▲ Button...

Flip Back Kick



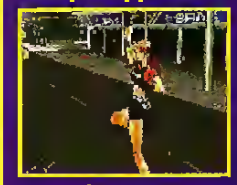
... then press ●

Face Plant Special



... then press ✕

Super Uppercut



... then press ▲

Knee in the Face



... then press □

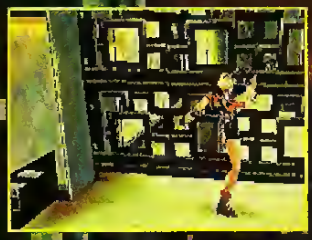
Level 1 Reception



Take out the mail guys and black suits to clear the way for some exploring!



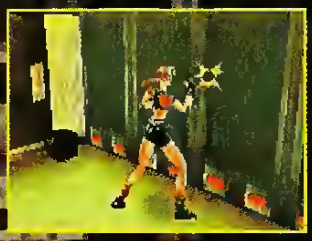
Smash the soda machine. Now grab a cold one!



Each of the gates conceal a hidden area.



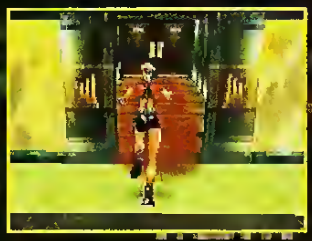
Destroy the machinery for a first aid and other goodies.



Both walls lead to the same area...



... so pummel away to reveal the outer lobby.



Finish off all remaining baddies and head into the lift.

In The Beginning...

An early artist's conceptual drawing of the *Fighting Force* crew. From Left to Right: Alana (what a wee little thing!), Hawk, Smasher and Mace.



Level 1 Lift



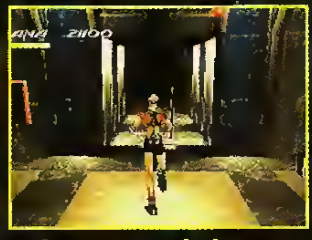
It gets crampt in here. Use your Charge Move if possible.



Pry the railing off and use it to thwack those jerks.



Break the glass here and grab the axe.



Once you reach the top floor, exit the lift.

Mace Daniels



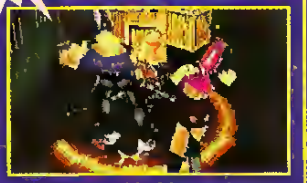
Mace, a private investigator, is a friend of Hawk's. She would like nothing more than to see Dr. Zeng brought to justice. Her personal hatred for Zeng stems from the fact that it was one of his henchmen who murdered her closest friend, Dr. Blair. She'll make him pay!

Flying Kick



Press □ while running

Special Charge Move
(Drains Power Meter)



Press and hold × and ●

Grabbing Moves
Face enemy and grab by pressing ▲ Button...

Flip Throw



... then press ●

Slap Face Combo



... then press ×

Body Slam



... then press ▲

Knee in the Face

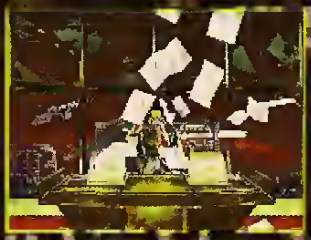


... then press □

Level 1
Corridor



Once destroyed, each waste can reveals a metal pipe; great for killing, you know!



There's Zeng! Unfortunately, he escapes.



The Vixens are relatively easy. Just keep pounding away.

Level 2
Main Street



These bikers will do their best to put you under.



Use a standing or flying kick to knock the goons off of their hogs.



You'll need fast reflexes to survive the enemy onslaught.



Level 2
Boss: Driver

BOSS!



For a fat guy, Driver's speed and stamina are exceptional.



He'll use several forms of attack including drop kicks and body slams.



The fastest way to defeat Driver is to use your slide kick, as Charge Moves have no effect on him.

Join Us Next Month For The Conclusion!

Ben Jackson
Smasher





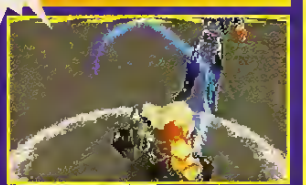
A convicted felon, Smasher's enormous size is shadowed only by his thirst for violence. In a last ditch effort, prison officials and law enforcement have given him an opportunity to redirect his hatred by going after Zeng. If successful, Smasher will be set free.

Dive Attack



Press □ while running

Special Charge Move
(Drains Power Meter)



Press and hold × and ●

Grabbing Moves Face enemy and grab by pressing ▲ Button

Slam



... then press ●

Headlock Smash



... then press ×

Super Uppercut



... then press □

Back Breaker



... then press ▲ to lift enemy, then press □

CLOCK TOWER



Strategy by Ara Shirinian

Like *OverBlood*, *Clock Tower* appears to have been designed to capitalize on the success of *Resident Evil* and the *Alone in the Dark* series. If you're a fan of this relatively new horror/adventure genre, you'll sense impending doom around every corner as you attempt to unravel the mystery of the macabre Scissorman.

This strategy guide will focus on the third and final scenario of the game, which takes place in the Barrows Mansion. The mansion itself consists of two floors and a few underground rooms, as well as a number of secret passages which are not shown on the maps but will be described later. Please note that some of the routes on the map may not be accessible, depending on what point you're at in the scenario and which character you're using.

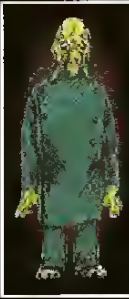
Barrows Mansion 1F/B1

(Underground rooms in blue)



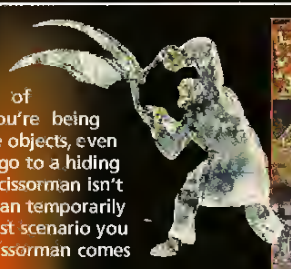
Barrows Mansion 2F





Scissorman

No matter where you are in the game, Scissorman will, periodically appear out of nowhere and start to chase you. While you're being chased, you won't be able to normally examine objects, even if he's far away. Your only option is to either go to a hiding place (which, incidentally, will always work; Scissorman isn't exactly a genius) or find something that you can temporarily incapacitate him with. For example, in the first scenario you can always hide in a bathroom whenever Scissorman comes after you; there's one on each floor.





Prologue

During the course of the game you will take control of a number of different characters that are involved in the Scissorman murders. In the prologue, you will control Professor Barton. The actions you take will determine whether Jennifer Simpson or Helen Maxwell is the main character (and ultimately the one who you'll play as in the final scenario). Specifically, just after you leave your office you'll meet Harris in the hallway. If you speak to Harris once, then Helen will become the main character. If you speak to Harris twice or more, then Jennifer will be the main character.

There is also a second event that determines what will occur later on. When you examine the Devil Statue in your office, you'll be faced with sending it to one of two people for further investigation: Rick, a former butler for the Barrows family, or Mr. Sullivan, the head of the Municipal Library. It doesn't matter much which one you choose, but if you're going for a good ending make sure to remember who you sent the statue to!



Scenarios 1- 2

There are some items in the first scenario that you must pick up if you're going for the best ending. If you're Jennifer, make sure to obtain the Oil Can from the storage room on the first floor. If you're Helen, make sure to pick up the Flashlight from the locker in the student office room on the second floor. You'll need them in the third scenario.

In the second scenario, you'll have a choice to either go to the Library or to send someone to Rick's house. Make sure you choose the location that Barton sent the Devil Statue to or it'll be impossible to get a good ending.

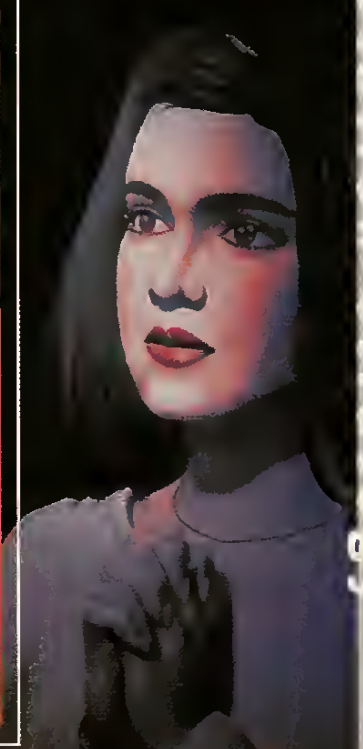


Scenarios 3

The third and final scenario is by far the most complex and most difficult. No matter what kinds of choices you previously made, you will find yourself in the Barrows Mansion as either Jennifer or Helen. Remember that the location of items and other things will be different depending on your character, even though the layout of the mansion is the same.

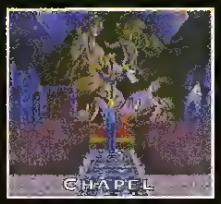


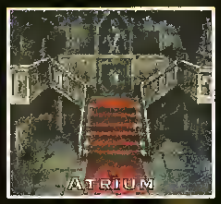






Barrows Mansion as Jennifer











• You'll first find yourself in the Chapel Library. Search the right bookshelf to find the Foreign Note, then go to the Priest's Chamber and get the Stair Key from the robe. Then walk into the Chapel and get the Star Plate from the right hand side of the altar. Make a note of the design on it as you pick it up. Go into the Torture Chamber, get the Candle from off the ground, and then use the Stair Key on a hole in the left wall to activate a hidden staircase.

• You'll find yourself in a secret pathway (not shown on the map) which leads to the Living Room on the second floor. You'll now want to make your way to the Courtyard on the first floor as quickly as possible. There you'll meet Professor Barton. Give him the Foreign Note and he'll translate it for you. If you don't get to him fast enough you'll find that the Scissorman has already sliced and diced him.

• Now go to the Bedroom and check the newspaper between the beds. You'll notice a mouse run into the far left corner or the room. Check this corner a few times and you'll find the Library Key. Next, go to the Staff room and check the bed to find the Copper Book, and afterward make your way to the Pantry. Check the center of the Pantry floor, then check the left shelves twice to open a trapdoor that leads to the Wine Cellar below. Once there, check the wine rack once, then attempt to leave. Jennifer will hear a sound coming behind the wine racks. After checking them again, you'll find Beth hiding. Talk to her until she gives you the Mansion Key. If Beth isn't there, you'll be able to find the Mansion Key in one of the wine barrels.

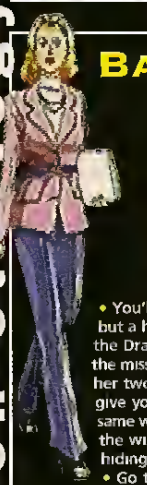
• The Mansion Key will give you access to the metal gratings that have prohibited further exploration of the mansion. Now go through the grating on the second floor of the Atrium, and head for the Balcony. Check the right hand door there and Scissorman will leap out and try to cut you. To escape him, check a piece of the balcony floor on the right side. This will allow you to get into the Morgue and escape Scissorman (temporarily). There you'll find Nolan lying in one of the corners of the room.

• Now, go to the Storeroom. You'll need the Oil Can from Scenario 1 in order to open the door. Check the coffin there to get the Box Key, then check the bottom of the shelves to get the Rope. Check the box on the right side of the room once, then use the Rope on the right hand door, and then use the Box Key to open the box. You'll find Helen inside.

• Go to the Library and check the box on top of one of the bookshelves (use the stool on the floor to reach it) to get the Genealogy. Next, you'll want to go to the Drawing Room and check the portraits that line the wall. Then go to the Living Room where you'll find a dead Tim. Pick up the Matches off the floor, and return to the Study (which is adjacent to the Library). Check the fireplace there once, then use the Candle on the candlestick sitting on the desk. Use the Matches on the Candle and you'll then find the Mansion Map inside the fireplace. Go back to the Library again and check the scraped floor next to the bookshelf. Then insert the Copper Book in that same bookshelf to reveal a secret passage to the Wells. There, you'll find three wells with a carving above each. Go down the well whose carving matches that on the Star Plate, and you'll find yourself in the Channel Room (not on the map). Check the floor in front of the altar to obtain the Dagger. A mummy will appear right afterward, so get ready to run out of there as fast as possible.

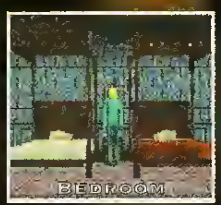
• Now go to the courtyard and check one of the green trees on the right side to drain the fountain. A secret passage will open revealing the path to the Underground Cavern. Once you go down there you won't be able to come back up so make sure you've done everything you've needed to do up until this point.

• In the Underground Cavern you'll meet Scissorman for the last time. There is a hole on the left side of the cavern that the Devil Statue should be placed into. When Scissorman is holding on to your leg, use the Dagger on him to send him away for good. If you've completed all the events as described, this should net you an "A" ending.



Barrows Mansion as Helen











• You'll begin in the Front Hall of the castle. The exit door is right there but a huge chasm blocks the way. Your first objective should be to go to the Drawing Room and retrieve the Mansion Key. Check the table under the missing picture to get it. Then, go to the Lavatory to find Beth. Talk to her two times. Go to the Pantry and you'll meet Harris on the way. He'll give you the Fireplace Key. Once in the Pantry, open the trap door the same way you did as Jennifer and climb down into the Wine Cellar. Check the wine racks, attempt to leave, and check the racks again to find Tim hiding behind them. Talk to him two times as well.

• Go to the Staff Room and check the bed for the Copper Book. Then, check the desk and a big red hand will leap out at you and try to choke you. After being thrown on the floor, it'll run around a bit more before making another pass at your neck. Use this time to search the desk again for something to kill it with. Afterward, check the desk again to find the Tattered Note.

• Now go to the Bedroom and check the newspaper between the beds (just as you did in Jennifer's scenario). Check the corner that the mouse ran into repeatedly to find the Library Key. Then check the fireplace in the same room with the Flashlight (from Scenario 1) once, and then check it again without the flashlight. Next, go to the Storeroom. Nolan will be in the coffin, and the chest will contain the Lead Balls. Talk to Nolan, and make sure to get the Lead Balls as well as Batteries from the tape recorder on the floor.

• Luckily, your Flashlight uses the exact same kind of batteries as in Nolan's recorder, so with this extra juice you can go back to the Bedroom and check the fireplace with the flashlight to find the Note.

• Go to the Library and get the Wooden Box from the top of the bookshelf by using the stool next to it. Use the Wooden Box on the fire in the Study to burn it away and obtain the Cosmetic Key inside. Now, go back to the Library and check the scraped floor, and then use the Copper Book on the adjacent bookshelf to reveal the secret passage to the Wells. Use the Lead Balls on each well to determine which one isn't filled with water. Go down that one and you'll find yourself in the Morgue at the end of the passage. Talk to Gotts there until he gives you the Pistol.

With the Pistol you'll be able to blow open the padlock that blocks the entrance to the Chapel. You'll find that Scissorman is about to kill Jennifer there. Once you see Scissorman, use the Pistol again on him, and follow him into the Torture Chamber to meet Professor Barton.

• Next, go to the Living Room and use the Fireplace Key on the fireplace to reveal a secret passage. Walk through it and you'll find yourself in the Priest's Chamber. Use the Cosmetic Key on the box on the desk there to get the Mansion Map.

• Finally, go to the Courtyard and check the right green tree for the switch that drains the fountain. The secret passage to the Underground Cavern will now be accessible. In the Cavern, all you need to do is insert the Devil Statue in the hole on the left wall in order to finish the game with an "A" ending.

Jennifer's Alternate Endings

B: In the Underground Cavern, don't use the Dagger.

C: Reach the Underground Cavern without having the Foreign Note translated by Prof. Barton.

D: Reach the Underground Cavern without meeting Nolan or Helen in the mansion.

E: Clear Scenario 2 without obtaining the Devil Statue.

Helen's Alternate Endings

B: Allow Jennifer to get killed by Scissorman in the Chapel.

C: Reach the Underground Cavern without having found the Note.

D: Meet Prof. Barton in the Torture Room without having found the Note.

E: Clear Scenario 2 without obtaining the Devil Statue.

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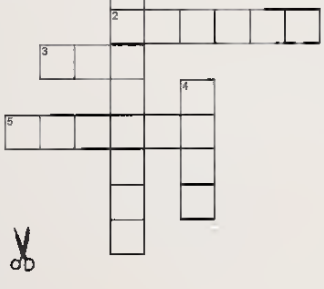
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DOWN

1 In Final Fantasy 7 you join the _____ Resistance

4 Final Fantasy 7 begins in the _____ Industrial Complex

ACROSS

2 A flower girl in Final Fantasy 7 _____

3 Rate of currency in Final Fantasy 7 _____

5 The evil corporation in Final Fantasy 7 _____

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to November Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than November 30, 1997

Courier Crisis

by Adrian Sanchez

"Over here! Over here!" Where the #%@! is that coming from?! Sound familiar? Ahh, the wonderful sounds of the pick up and drop-off ped, who you've somehow managed to miss 126 times. But you know he's there, watching, waiting; laughing at your slow bike, as he incessantly utters those words. Fear not my friends, for the following is a product of my frustration. The things I do for you, the reader. Feel free to send gratuity... Sorry, I got a little carried away. Anyway, I hereby bestow upon you access to all of the levels in the game, with use of the best bike available: Das Uber Bike. As if that weren't enough, I've also included a mini walkthrough for some of the tougher levels.

Control: Standard Vs. Analog

Courier Crisis is much easier with the aid of Sony's new analog pad. Believe me, analog control makes a world of difference, not so much from an acceleration standpoint (that aspect remains *digital*, you accelerate at one constant speed no matter *which* type of controller you have plugged in), but with respect to *cornering*. The analog stick is also easier on your thumb than the standard PlayStation pad.

Bikes

As you progress through the game, you are given the option of upgrading to faster, more maneuverable bikes. You know the drill: The more expensive the bike, the *better*. There is one exception, though. Once you save up enough cash for Das Uber Bike, you will be tempted to purchase the much more expensive Rocket Bike. DON'T DO IT! Das Uber Bike has superior handling, acceleration and jumping ability. The Rocket Bike's only strength is its ultra-fast rocket packs, which substitute for speed bursts. A single rocket boost is three times faster than a speed burst, but it usually works against you since it's so hard to slow down once it's activated. Don't waste your time collecting the eleven grand



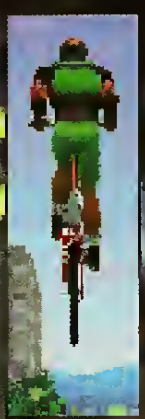
Troublespots

Level 12 Civic

Overall, with the exception of the 3rd pickup, this level is relatively simple. Here's how you get there. After the second drop-off, make a U-turn, then make a left turn. You should be headed toward a ramp on the sidewalk. Make sure you slow down so that when you take the ramp, you don't fly over the train tracks. Bunny hop onto the tracks while hitting your breaks, turn right, and head for the pick up ped. Jump over the oncoming train and follow the tracks to the end of the line. Fall off to your left and follow the arrow to the final drop-off.

Level 14 Civic

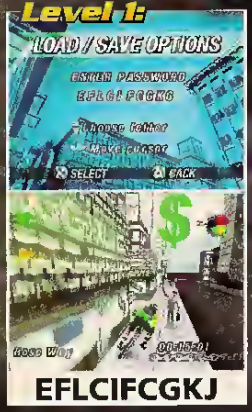
Start by using up one of your three speed bursts to gain some initial speed. Jump and execute a tabletop to acquire an additional speed burst. Now quickly use all three bursts before hitting the ramp. Bunny hop off of the ramp with a 360 to add time to the clock. Use three more speed bursts and start slowing down as soon as you pass the yellow sign. Make a sharp turn to the first pickup ped. Follow the arrow to the drop-off guy, then turbo three more times with another 360 thrown somewhere in there till your next pick up. Follow the arrow again, use your three speed bursts, and do a high bunny hop over the police cars. The pick up ped is standing on the sidewalk to your right side, so make sure you don't pass him. Now make an immediate left and follow the winding streets to the last drop off.



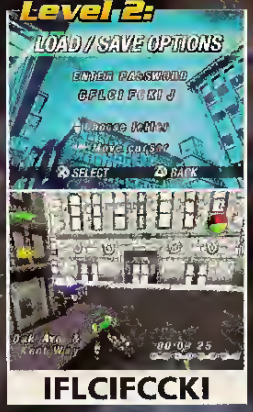
Level 11 Civic

Collect power-ups on the first straightaway while jumping over the oncoming traffic. Follow the arrow to the first pick up. Make an immediate left, the next left, then speed burst down the street. Hop over the trash can with a tabletop, make a left into the alley, and hit the ramp with a speed bursting bunny hop to get to the drop off ped. You will then proceed to ram right into a wall, unless you use a quick super bunny hop to get over it. The rest should be a piece of cake.

Passwords

Level 1:


EFLCIFCGKJ

Level 2:


IFLCIFCCKI

Level 3:


MFLCIFCOKJ

Level 4:


AFLCIFCKKJ

Level 5:


FHCLFIGCJL

Level 6:


FLCLFICCIL

Level 7:

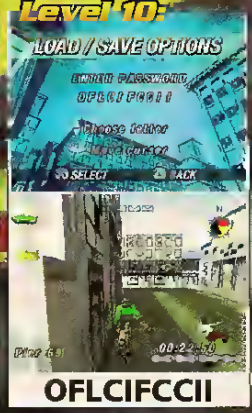

FPCLFI OCJL

Level 8:


FDCLFIKCJL

Level 9:


KFLCIFCGII

Level 10:


OFLCIFCCII

Level 11:


CFLCIFCOIJ

Level 12:


GFLCIFCKIJ

Level 13:


FFCLFIGCJJ

Level 14:


FJCLFICCIJ

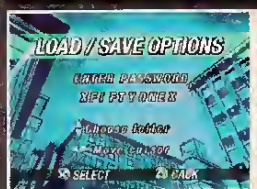
Level 15:


FNCLFIOCJJ

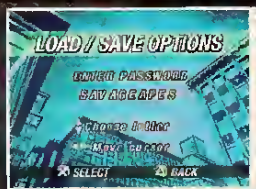


Special Codes

Tired of peddling the same old courier up and down the street? Try these codes for a change of pace:



XFIFTYONEX
Will allow you to ride as an alien courier.



SAVAGEAPES
Now you can pummel people with a big fat ape courier. Cool!

PlayStation strategy

TIPS & TRICKS™ SELECT GAMES

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

輸入 SUPER IMPORT! Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's sticking out between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

DIDDY KONG RACING

Tips & Tricks Pick

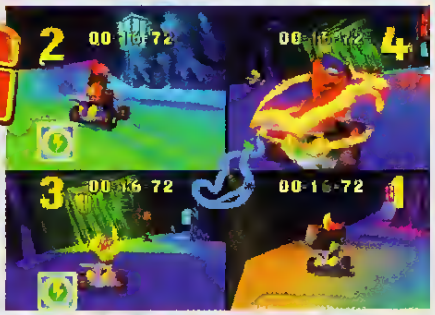
Rare • Available Now • 1-4 Players



Just in time for the holiday season, Rare's previously-announced *Banjo-Kazooie* has been delayed until 1998. Taking its place on the N64 release schedule is *Diddy Kong Racing*, a 128-megabit monster of a racing game that—some would say—blows away Nintendo's similarly-themed *Mario Kart 64*. In development for over two years at the secluded Rare offices, *Diddy Kong Racing* features the co-star of the 16-bit *Donkey Kong Country* series in a line-up that also includes Krash the Kremling, Conker the Squirrel (from Rare's forthcoming *Conker's Quest* adventure) and even Banjo the Bear, star of *Banjo-Kazooie*! Two secret characters are also waiting to be discovered. The game's 20 race courses range from snow-covered tundras to intergalactic raceways. You're not restricted to racing on the track, either, you can also take some cool shortcuts with a hovercraft or even a small plane! Watch for a closer look at this gem in our December issue.



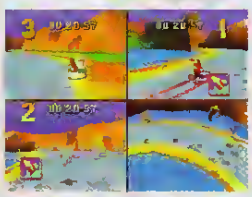
Conker approaches an abandoned pirate ship. This area, like other locales, has many secret paths to exploit.

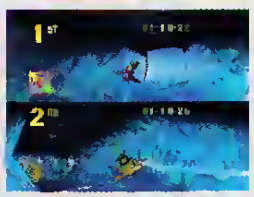


It doesn't get any better than this!



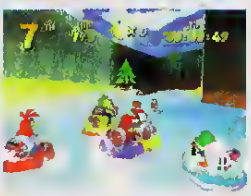










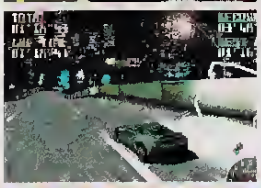


RAY TRACERS

THQ • December 1997 • 1 Player

TIPS & TRICKS PICK





Some may have fond memories of an arcade game released in 1988 by Taito. This game was *Chase HQ*. Your main objective—besides getting to each check point—was to track down lowlife scum and pummel them with nothing more than your car. Well, THQ has done gamers a service once again by picking up Taito's *Ray Tracers*. It's the same concept as *Chase*, only with jazzed-up visuals and sound. Choose between four 600+ horsepower race cars and take these beasts across freeways, mountainsides and reservoirs. The speed and visuals rival those of *Ridge Racer* (although each game is on opposite sides in the racing genre spectrum). With NeGcon support and tight control to boot, *Ray Tracers* delivers.

輸入 SUPER IMPORT!





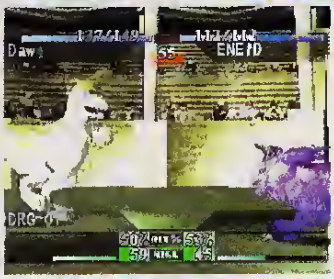
Mmmm... Pure Violence... I love it!

MONSTER RANCHER

Tecmo • November 1997 • 1-2 Players

TIPS & TRICKS PICK

Mix *Tamagotchi* with *Tekken* and what do you get? *Monster Rancher*, a complete and utter *blast*. Breed and train bizarre monsters, then enter them in competition. You can even pop any standard audio CD into the PlayStation to create one of over 250 different beasts! Save onto a memory card and take your "pet" on the road to do battle against other player's creations! *MR* is highly original and tremendously addictive. Grab a copy fast and join us next issue for a killer *Tips & Tricks* strategy guide!

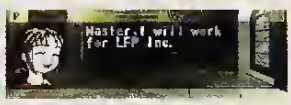




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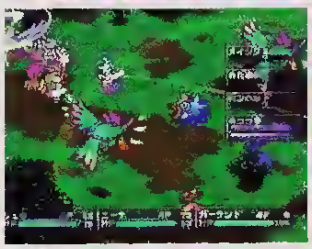


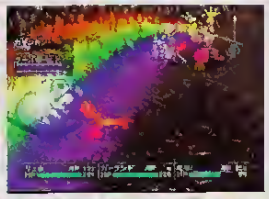


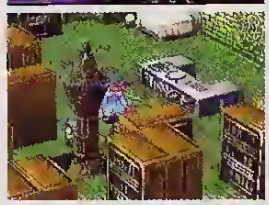
Is your monster strong enough to face *this* guy?

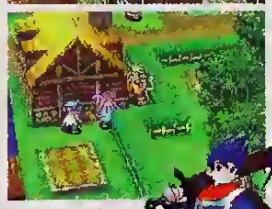
BREATH OF FIRE III

Capcom • Summer 1998 • 1 Player











The RPG franchise which made its mark on the SNES goes 32-bit with the arrival of *Breath of Fire III*. The *Breath of Fire* series has earned quite a following since its debut back in 1992 and with it's endearing characters, compelling storyline and a larger-than-usual quest, it's no wonder why. *Breath of Fire III* promises to provide a more massive quest than both its predecessors. Not content with the tile-based environment of days gone by, Capcom hurls the cast into a full polygonal world. Expect to see truly wicked magical spells, new plots twists and multiple endings.

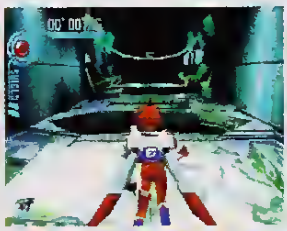


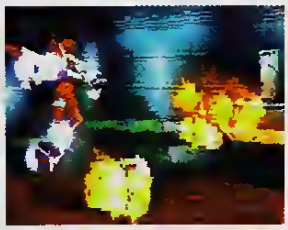
BURNING RANGERS

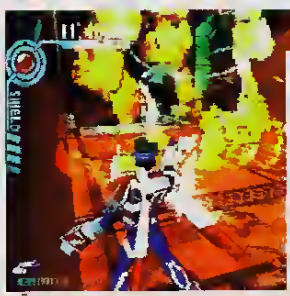
Sega • March 1998 • 1 Player

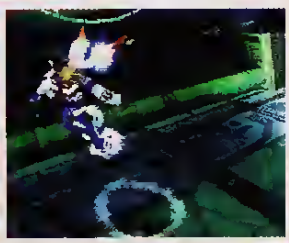
TIPS & TRICKS PICK

Yuji Naka, Sega's equivalent of Shigeru Miyamoto (er.. kind of), returns with *Burning Rangers*. Set in the near future, *Rangers* takes firefighting to new, never-before seen levels of intense action. While still early along in its development stage, *BR* is coming along nicely. The finished product will include five very different "rangers". Using the Saturn's versatile VDP2 chip, the game will utilize special effects rarely seen on the system, these include lavishly-detailed 3-D environments and enemies as well as real time light-sourcing. Keep your eyes peeled for a fully-intensified strategy on *Burning Rangers* in an upcoming issue!









Pyromaniacs pay special attention!

STAR WARS MASTERS OF TERAS KASI

LucasArts • November 1997 • 1-2 Players



Surprisingly, *Star Wars* and the PlayStation have not added up to a particularly good time. The conversion of the hit PC game, *Dark Forces*, turned out choppy and *Rebel Assault*... well, it was *Rebel Assault*. This pattern is about to change, with *Masters of Teras Kasi*. A PlayStation exclusive—at press time, anyway—*Masters* gives players a chance to see just what would happen if Chewbacca went toe-to-toe with Boba Fett. There are nine immediately-selectable characters, plus a few secret ones which reveal themselves as the game progresses. Each character has his or her own unique weapon, as well. Arden Lyn's cyborg arm is primed with assorted ammo, Luke has his lightsaber and Han packs his trusty blaster. LucasArts has thrown "Force Power" into the mix, too. During battle, a special meter builds—which, when maxed-out—lets a character pull off dynamic special moves. *Masters* looks and moves like a million bucks, and it's quite evident that solid gameplay and original concepts are top priority—*not* FMV. It's nice to see LucasArts finally taking the PlayStation seriously.





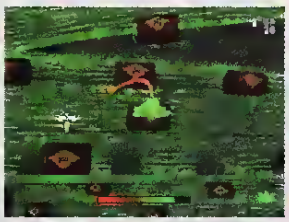


Chewie's about to get beaten with an ugly stick, courtesy of Princess Leia in Bouch Bounty Hunter disguise. Sheesh, talk about using the Force!

FROGGER

Hasbro Interactive • November 1997 • 1-4 Players

A groundbreaking title from the classic early-'80s era, *Frogger* appealed to both sexes and all age groups. The same is true of this new 3-D version, in which a polygon-rendered froggie tries to hop across traffic to reach the safety of his lily pad. Several "retro" levels duplicate the layout of the original game's stages, but before long you venture into new territory with wild new terrain and challenging obstacles. Several multi-player modes are included—including a "race" scenario where up to four frogs leap in their own individual split-screen windows—as well as special abilities like the "heat-seeking tongue."





NBA ACTION '98

Sega • Available Now • 1-10 Players

This one's got just about ever thing but the kitchen sink. There are full team rosters from the '96-'97 season, 20-category player ratings compiled by actual NBA scouts, play-by-play announcement by Chick Hearn and the ability to custom-create your own all-star team. And that's just the beginning; connect a six-player multi-play adapter, and we're talking a total of ten players at once! Movement of on-screen players is without peer, thanks to Sega's advanced motion-capture technology. If you own a Saturn and you've been dying for real deal hoops action, look no further than right here.





MEGA MAN NEO

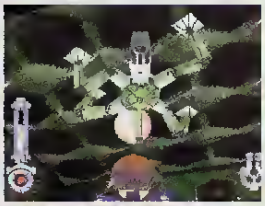
Capcom • Spring 1998 • 1 Player

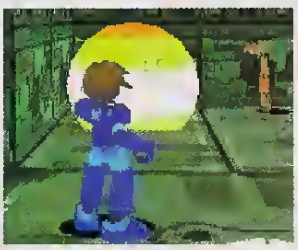
TIPS & TRICKS Pick

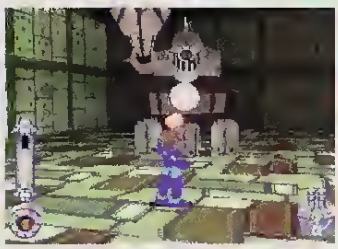
So many of our beloved games are taking the plunge into the 3-D world. Capcom's unofficial mascot has done the same just in time to coincide with his 10-year anniversary. *Mega Man Neo* is none other than the *first* Mega Man; not the lanky, '90s Mega Man X. Visually, *Neo* is a departure from the polygon builds we've seen up until now on the PlayStation. Very little texture mapping is used on the characters. The final product ends up with a very cartoony look—bright, Disney-induced colors and all. In fact, it's almost like controlling an episode from the Mega Man Saturday morning cartoon series. If *Neo* can live up to its predecessors, gameplay-wise, it'll be a guaranteed hit—exclusive to the PlayStation.

All characters and their surroundings share a unique look.











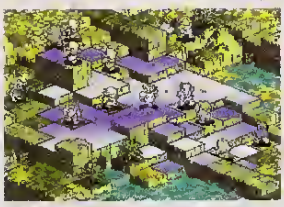
TACTICS OGRE

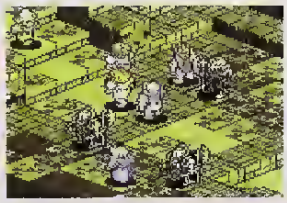
Tips & Tricks Pick

Atlus • December • 1Player

Atlus is at it again. Following the release of its hit PlayStation title, *Ogre Battle*, comes *Tactics Ogre*. *Tactics* takes place in the same universe as *Ogre Battle* with some characters crossing over. Gameplay is vaguely reminiscent of *Vandal Hearts*. If you haven't played *Vandal Hearts*, imagine an involving strategy game with tons of personality and *viola*—*Tactics Ogre*. The branching system provides an average of 40 hours of play time with longer quests taking upwards of 100 hours! This one has what it takes to make the hardcore RPG crowd very happy.

Check out the terrain indicator! Displayed are the possible routes and the altitude of the desired location.

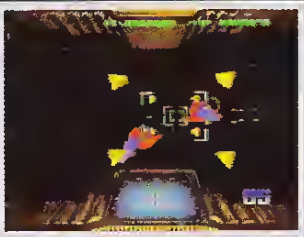


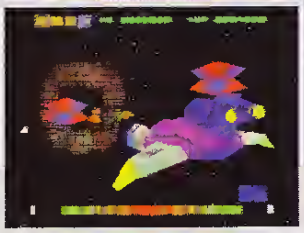


ZERO 5

Telegames • Available Now • 1 Player

Telegames of Texas continues to support loyal Atari enthusiasts with new Jaguar and Lynx titles. *Zero 5* is a polygonal outer space shoot-'em-up with distinct missions to accomplish, not unlike this issue's *Colony Wars* on the PlayStation. Old-school gamers will probably be reminded of Atari's classic *Star Raiders*, but the forced changes in camera angle and explosive effects of this new Jaguar cart are light-years beyond the tiny squares and grids of yore. Contact Telegames at (972) 224-7200 for more information, and tell them you read about it in *Tips & Tricks*.





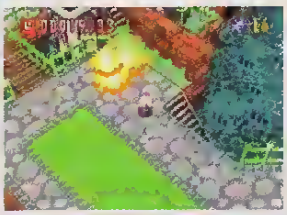
BOMBERMAN 64

UPDATE!

Nintendo • December 1997 • 1-4 Players

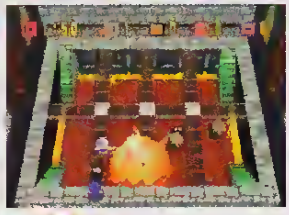
When we first previewed it in the August issue of *T&T*, *Bomberman 64* had no U.S. publisher. Good news; since then, Nintendo has wisely opted to pick it up. Never played *Bomberman* before? Trust us: Multi-player games are fully documented as nothing less than *intense*. Believe it or not, we did manage to pry ourselves away from Battle Mode just long enough to give the all new Quest Mode a whirl. You've heard it all before; save the world of Bomber from a mofo known only as Altair. Okay, so the story isn't Shakespearean, but it's still a ton of fun. Five different gorgeously-rendered worlds with four stages each will keep you busy for a long time. Look for our funtabulous, super-de-duper *Bomberman 64* strategy in a future issue, see you then!

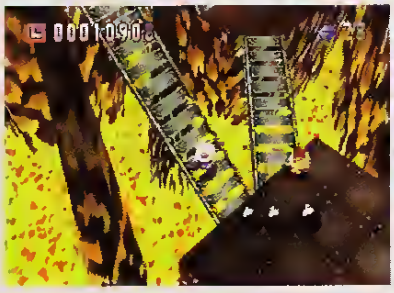
SUPER IMPORT!











The 3-D nature of the game lets characters explore in a way never before possible.

Graphic detail in *Bomberman 64* is astounding. The fire filling this area crackles and undulates as if it were *real*.

NAGANO WINTER OLYMPICS

Konami • Spring 1998 • 1-4 Players

The bidding wars were hot, but Konami eventually won the exclusive license to produce a game based on the 1998 Nagano Winter Olympics. The company's strong background in 3-D sports titles like *NBA In the Zone* and *International Track & Field* virtually guarantees that *Nagano*'s four-player action will look and play like a dream. The events include downhill skiing, bobsled, luge, freestyle skiing, speed skating and more. Go for the gold, man!







MAGIC KNIGHT RAYEARTH

Working Designs • Available Now • 1 Player

This may very well be the last Saturn RPG to come out of Working Designs. *Rayearth* was quite a success in Japan and the U.S. translation is now complete. The plot involves three school girls who embark on a fantastic journey to save a dying princess. Players are able to switch control of the girls at any time. This becomes an integral part of the game, as certain tasks must be performed by certain characters. A very well-rounded RPG.

SUPER IMPORT!





NHL ALL-STAR HOCKEY '98

Sega • Available Now • 1-8 Players

TIPS & TRICKS PICK

Stunned. That was everyone's reaction after we powered-up Sega's new *NHL All-Star Hockey '98*. Even the tiniest of details are covered. Each and every player on the rink has his name—yes, his *name*—clearly visible on the back of his jersey! Furthermore, the motion of the players is as slick as the ice they're *playing* on. Two 6-player multi-play adapters allow for up to 8 players to compete at once. If you're a Saturn owner and you dig hockey, then for god's sake—stop reading this, and go *buy* it!





ALUNDRA

Working Designs • December • 1 Player

TIPS & TRICKS PICK

SUPER IMPORT!

Pure, unadulterated *evil* has tightened its grip on the mystical, magical world of dreams. Assume the role of a dream-walker named Alundra to put a stop to the madness before this ancient world turns to ash. With a general presentation similar to that of *Legend of Zelda*, *Alundra* was developed by several of the designers responsible for *Landstalker* (Genesis). The game has enjoyed much success in Japan, and now american gamers get to join in on the exploration. Use weapons on hordes of sinister creatures in your quest to save humanity





FINAL FURLONG

Namco • Available Now • 1-4 Players

TIPS & TRICKS PICK

And you thought *Mechanical Bulls* were da bomb!

SUPER IMPORT!

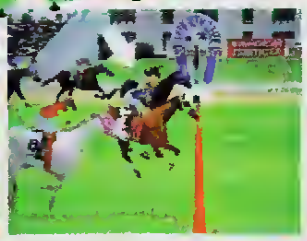
Quiet as of late, Namco is back to astound us with their ingenuity by unveiling *Final Furlong*. Talk about "deluxe cabinet"—this set runs in the five figure range—definitely not an impulse buy for arcade operators. As is Namco's usual practice for arcade design, *Furlong* runs on slightly modified PlayStation hardware, so you'll notice some resemblance to other Namco coin-ops. But don't expect this one to come home any time soon; Namco has made it clear that deluxe kits stay in arcades. It will be interesting to strap onto this ride with three other friends. Rest assured, there will be plenty of those infamous Namco codes buried within.











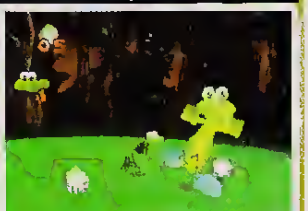
CROC

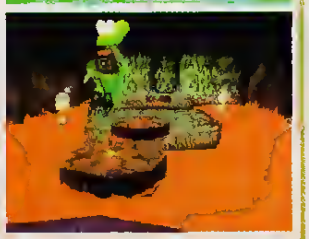
UPDATE!

Fox Interactive • November 1997 • 1 Player

TIPS & TRICKS PICK

We previewed *Croc* for the PlayStation in our August issue. Well, have no fear, Saturn owners, because your version of *Croc* is looking nearly as impressive as its PlayStation counterpart. We were relieved to find that all levels and enemies remain intact, polygon for polygon. And of course, the little green dude has all the personality we've come to expect. In case you missed our initial preview, here's the scoop: *Croc* must use his wits to save his Gobbo friends (furry little characters) from the evil Baron Dante. Next month, we'll be dishing out an exclusive *Tips & Tricks* strategy courtesy of our resident crocodile lover, Ara Shirinian.





TOTAL DRIVIN'

Ocean • 1st Quarter 1998 • 1-2 Players

Total Drivin' promises to deliver true freedom in racing, for the first time ever. You'll plummet off diffs or slide into the sea if you're not careful. There are 5 types of racing options, including Dakar Rally and Indie style. Includes seven courses (with 8 cars per course) and 2-player split screen and link-up modes.







AUTO DESTRUCT

Electronic Arts • December 1997 • 1 Player

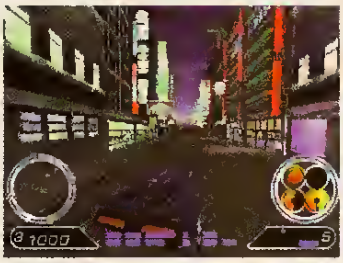
T&T Pick

A game best described as "*Twisted Metal* meets *Felony*", *Auto Destruct* puts players in the driver's seat of a car capable of doing ungodly amounts of damage. Here's the lowdown: You are a champion race car driver. One day, you witness the brutal slaughter of your wife and child by members of a crazed cult. Soon after, you get the chance to avenge your loved ones, working with an informant, you receive information on where the cult will strike next. Race through cities like Tokyo, New York and London to meet a variety of mission objectives. One stage involves picking up a passenger and driving them to a secret location. Another has you escorting a vehicle to protect it from the enemy. The ability to use firepower while driving is not only cool, it's a necessity in surviving *Auto Destruct*'s maniacal, "road rage" world. With a targeting system graphically reminiscent to that of the one seen in Sega's *Virtua Cop* series (see screen shots), nearby enemies are quickly revealed to the player. Long-range objects, however, are visible only via radar. If you are running low on fuel or need repairs, you can stop by the local service station to get squared away. Lots of variety!





Downtown Tokyo is beautiful at night. Too bad there's no time for sight-sleeping!





MESSIAH

Interplay • 1st Quarter 1998 • 1 Player

Dave Perry is at it again and *this* time, he may have gone *completely* over the edge. Still very early in development, *Messiah*'s plot involves the forces of good and evil. Satan has sent a demon to Earth to jump start armageddon. The good news is, Heaven has created a warrior of its own... Bob. Bob is a cherub, a chubby little fella who's not quite invincible, but does have a few tricks up his sleeve. As a means of travel, Bob can flutter about, much like the ostrich in the classic coin-op *Joust*. More importantly, though, Bob has the power to take control of a character's soul. In order to kill a street pimp, for instance, you must first possess one of his—shall we say "female employees"—then take control of *her* to gun-down the mac daddy. The idea is to maintain a low profile at all times by entering a variety of characters bodies, then using those characters to achieve specific goals. And you can't possess just *anyone*. One enemy, in particular, is too big to enter. So what do you do? Possess a rat, then scurry up to the big guy and coax him into eating you. Viola—you're now inside! Graphically, characters in the PC version of *Messiah* are made up of a mind-boggling 580,000 scalable polygons (in comparison, the ones in *MDK* used between 150 and 300 polygons). Somehow, Perry hopes to approach that level of quality on the PlayStation. "Our plan is to ship the PlayStation version *before* the PC version", he explained. He means it.

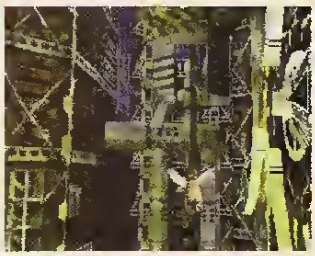








Messiah's true light-sourcing means that if Bob hides out in a dimly-lit area, enemies will have a tougher time spotting him.



Other New Game News...

• If you wanted Sony's *Blasto* under your Christmas tree, you'll have to wait; the mega-hyped PlayStation platform game has been delayed. A spokesman for Sony Computer Entertainment stated, "In order to keep our promise to provide consumers with the most exciting gaming experience ever imagined, we have decided to release *Blasto* in the first quarter of '98. This is necessary to ensure that it is truly the remarkable game that we know it will be." Here's hoping the extra development time makes a difference.

• In arcade news, *Street Fighter 3: Second Impact* is said to be far from complete as members of Capcom's R&D continue to crack away in hopes of releasing a fitting upgrade to *Three*. Next up—*Legion of Heroes*. We've just learned that the game has a new tentative title: *Private School Justice*. The game will include a total of 14 fighters and incorporate a 4-button layout. This definitely isn't *Street Fighter*. We'll keep you posted.

• With over 100 levels spanning twenty worlds, EA's *Skullmonkeys* will finally be ready to ship in January of 1998. Characters in the game are rendered claymation-style and can power-up with unique weapons like "Universe Enema" and "Fart Head". Platform action doesn't get much more bizarre than this!

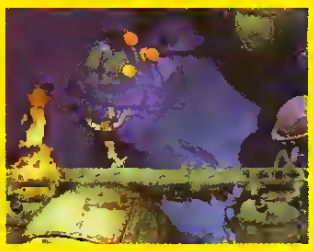
• Finally, if you've been praying for a boxing game to appear on the PlayStation, you're not alone. Apparently, Tommy Tallarico—video game musician extraordinaire—is just as miffed as you are, and he's prepared to *do* something about it. Details next issue. .



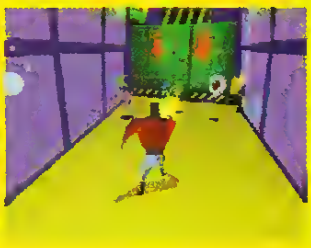
Street Fighter 3: Second Impact



Legion of Heroes



Skull Monkeys



Blasto

TIPS & TRICKS SELECT GAMES Game Track!

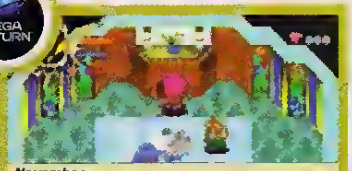
Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64



November	
Duke Nukem 64	GT Interactive
Extreme-G	Acclaim
Jeopardy!	Gametek
Mace: The Dark Age	Midway
Madden 64	Electronic Arts
MK Mythologies: Sub-Zero	Midway
NFL Quarterback Club '98	Acclaim
San Francisco Rush	Midway
Wayne Gretzky's 3D Hockey '98	Midway
WCW vs. NWO: World Tour	THQ
Wheel of Fortune	Gametek
December	
Bomberman 64	Nintendo
Conker's Quest	Rare
Diddy Kong Racing	Nintendo
Joust 64	Midway
Mission: Impossible	Ocean
NBA In The Zone '98	Konami
Yoshi's Island 64	Nintendo
1st Quarter 1998	
Banjo-Kazooie	Nintendo
Body Harvest	Nintendo
Chameleon Twist	T.B.A.
Earthworm Jim 3	Interplay
Forsaken	Acclaim
F-Zero 64	Nintendo
G.A.S.P.	Konami
Gex 64	Midway
Kirby 64	Nintendo
Mystical Ninja 64	Konami
Quake 64	Midway
Quest 64	THQ
Rev Limit	Seta
Robotech	Gametek
Silicon Valley	BMG Interactive
Superman 64	Titus
Zelda 64	Nintendo

SATURN



November	
Courier Crisis	GT Interactive
Enemy Zero	Sega
Magic Knight Rayearth	Working Designs
Sonic R	Sega
Super Street Fighter II Collection	Capcom
Worldwide Soccer '98	Sega
December	
Dead or Alive	Tecmo
Sega Touring Car Championship	Sega
The Wild 9	Interplay
Quake	Sega
1st Quarter 1998	
Burning Rangers	Sega
Fighter's History	SNK
Funky Head Boxers	Sega
Grandia	Sega
Gunblade N Y	Sega
King of Fighters '96	SNK
Madden NFL '98	Electronic Arts
NBA Live '98	Electronic Arts
Panzer Dragoon Saga	Sega
Sega Ages Phantasy Star Collection	Sega
Sega Ages Memorial Selection Vol. 2	Sega
Sega Ages Columns Arcade Collection	Sega
Top Skater	Sega
Thunderforce V	T.B.A.

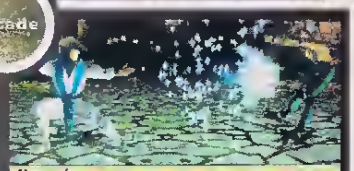
PLAYSTATION



November	
Auto Destruct	Electronic Arts
Bass Masters Classic, Tournament Edition	THQ
Carom Shot	Ascii
Caesar's Palace	Interplay
Colony Wars	Psygnosis
Cool Boarders 2	Sony CE
Courier Crisis	GT Interactive
Crash Bandicoot 2	Sony CE
Duke Nukem	GT Interactive
Frogger	Hasbro Interactive
Gex: Enter the Gecko	Midway
Ghost in the Shell	THQ
Jack Nicklaus Golf	Accolade
Jersey Devil	Malofilm Interactive
Jet Moto 2	Sony CE
Jimmy Johnson's VR Football '98	Interplay
Joe Blow	Sir Tech
Legion	Sony CE
MDK	Playmates
Monster Rancher	Tecmo
NBA Hardwood Heroes	Midway
Necrodome	Mindscape
NCAA Fb Gamebreakers '98	Sony CE
NFL Quarterback Club '98	Acclaim
Pac-Man Ghost Zone	Namco
Pandemonium 2	Midway
Ray Tracers	THQ
Rampage World Tour	Midway
Redline	Accolade
Return Fire 2	MGM Interactive
Running Wild	Universal Interactive
Tanktics	T.B.A.
Test Drive 4	Accolade
Third Annual TNN Outdoors Bass Tourn	ASC Games
TNN Motorsports Hardcore 4X4 2	ASC Games
Tomb Raider 2	Eidos
San Francisco Rush	Midway
Star Wars: Masters of Teras Kasi	LucasArts
Street Fighter EX Plus Alpha	Capcom
Super Street Fighter II Collection	Capcom
Surreal	ASC Games
Warhammer 2: Dark Omen	Mindscape
Wayne Gretzky's 3D Hockey 2	Midway
WCW NITRO	THQ
Vs	THQ
Youngblood	GT Interactive
Zork: Nemesis	Activision
December	
Alundra	Working Designs
Apocalypse	Activision
Aqua Prophecy	Ascii
Cardinal Syn	Sony CE
Critical Depth	GT Interactive
Dead or Alive	Tecmo
Grand Theft Auto	T.B.A.
Major League Soccer	T.B.A.
Midnight Run	Konami
NBA Shootout '98	Sony CE
One	ASC Games
Powerboat	Interplay
Spawn: The Eternal	Sony CE
Spice World	Sony CE
Star Wars: Masters of Teras Kasi	LucasArts
The Wild 9	Interplay
Violent Seed	Rabid Entertainment
1st Quarter 1998	
007: Tomorrow Never Dies	T.B.A.
Alundra	Sony CE
Batman & Robin	Acclaim
Battleship	Hasbro Interactive
Baby Universe	Sony CE
Beast	T.B.A.
Blasto	Sony CE

1st Quarter 1998 (continued...)	
Boxing	T.B.A.
Breath of Fire III	Capcom
Burger Burger	T.B.A.
Covert W.A.R.S.	Playmates
Crime Killer	Interplay
Duke Nukem 3D	GT Interactive
Exodus	Sony CE
Fighter's Impact	T.B.A.
Forsaken	Acclaim
Freak Boy	Virgin
Gran Turismo	Sony CE
King of Fighters '96	SNK
Kowloon's Gate	Sony CE
Lucky Luke	Ocean
Marvel Super Heroes Vs. Street Fighter	Capcom
Master of Monsters	Ascii
Medievil	Sony CE
Mega Man Neo	Capcom
Messiah	Interplay
Metal Gear Solid	Konami
Military Madness	T.B.A.
Moon	Ascii
Monkey Hero	T.B.A.
Mortal Kombat 4	Midway
Pitfall 3-D	Activision
Psybadek	Psygnosis
Quake	GT Interactive
Rapid Racer	Sony CE
Reboot: Countdown to Chaos	Electronic Arts
Resident Evil 2	Capcom
Respect Inc.	Psygnosis
Risk	Hasbro Interactive
Rosco McQueen	Sony CE
Shadow Madness	Ascii
Shadow Master	Psygnosis
Skullmonkeys	Electronic Arts
Snow Break	Atlus
SpecOps	T.B.A.
Street Fighter III	Capcom
Tekken 3	Namco
Total Drivin	Ocean
Viper	Ocean
Wrecking Crew	Sir Tech
Zero Divide 2	T.B.A.

ARCADE



November	
Final Furlong	Namco
Moto Raid	Sega
NFL Blitz	Midway
Super Gem Fighter	Capcom
December	
Road's Edge	SNK
Samurai Shodown 64	SNK
Possible In 1997	
Armadillo Racing	Namco
Breakers	SNK
Hummer	Sega
Juku Thread	Atari
Racing Jam	Konami
Star Gladiator 2	Capcom
Sreet Fighter Alpha 3	Capcom
The King of Fighters '97	SNK
Time Crisis 2	Namco
Virtua Fighter 3: Team Battle	Sega

* Publishers, please contact us with updates and/or corrections

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows

Golden Gate Park (lower-left corner)—Hold **L** + C◀ + C▼

San Francisco (lower-right corner)—Hold **L** + C▶ + C▼

Indiana (upper-right corner)—Hold **L** + C▲ + C▶

Secret Vehicles

At the "Choose Car" screen, press and hold the C▲, C◀ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds, you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press **Up**, C◀, **R**, **Right**, **Down**, **B**, **B**, **B**, C▲ to warp to a one-player Demitron vs Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters.

Sonork—**L**, **R**, C▲, C▼, C◀, C▶

Demitron—**A**, **B**, **R**, **L**, C▼, C▲

You'll hear a laugh to confirm each code, now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence

Aaron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C◀

Demonica's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▲

Demitron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▼

Eve's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▶

Gore's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▼

Morphix's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, **B**

Niiki's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, **A**

Scarlet's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C◀

Sonork's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▲

Zenmuron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▶

DOOM 64

Cheat Password

Enter the following cheat password to start the game on Level 1 with every possible weapon included in your inventory.

?TJL BDFW BFGV JVVB

With this password in place, press **START** to pause the game, you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option, press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

HEXEN

Cheat Menu

During the game, press **START** to pause. When the "Paused" menu appears, quickly press C▲, C▼, C◀, C▶. A new option called "Cheat" will appear. Highlight this option and press **A** to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu

God Mode (invincibility)—C◀, C▶, C▼

Clipping (walk through walls)—Press C▲ 20 times, then C▼

Visit (stage select)—C◀, C◀, C▶, C▶, C▼, C▲

Butcher (kill all enemies in the area)—C▼, C▲, C◀, C◀

Health (refill health)—C◀, C▲, C▼, C▼

Collect All Keys—C◀, C▲, C▼, C▼

Collect All Artifacts—C▲, C▶, C▼, C▲

Collect All Weapons—C▶, C▲, C▼, C▼

Collect Puzzle Items—C▲, C◀, C◀, C◀, C▶, C▼, C▼

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, **B**, **A**, then hold the **Z** button and press **START**, you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up**, **L**, **Up**, **L**, **Down**, **L**, **Down**, **L**, **Left**, **R**, **Right**, **R**, **Left**, **R**, **Right**, **R**, **B**, **A**, then hold the **Z** button and press **START**, you'll hear the announcer shout to confirm the code. Now access the team-select screen, you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press **Z**, **A**, **R**, **Z**, **A**, **B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training"

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **B**, **A**, **Z**, **A**, **L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues, instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **B**, **A**, **L**, **A**, **Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **L**, **A**, **Z**, **A**, **R**. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows

Castle Stage—Hold **Up** and press **B**

Jungle Stage—Hold **Up** and press C◀

Spaceship Stage—Hold **Up** and press C▲

Stonehenge Stage—Hold **Up** and press **A**

Museum Stage—Hold **Up** and press C▼

Helipad Stage—Hold **Up** and press C▶

Bridge Stage—Hold **Down** and press **B**

Dungeon Stage—Hold **Down** and press C◀

Street Stage—Hold **Down** and press C▲

Dojo Stage—Hold **Down** and press **A**

Spinal Ship Stage—Hold **Down** and press C▼

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing a character as follows

Sabrewulf Tune—Hold **Up** and press **B**

Maya Tune—Hold **Up** and press C◀

Glacius Tune—Hold **Up** and press C▲

Tusk Tune—Hold **Up** and press **A**

Fulgore Tune—Hold **Up** and press C▼

Orchid Tune—Hold **Up** and press C▶

Jago Tune—Hold **Down** and press **B**

Gargos Tune—Hold **Down** and press C◀

T.J. Combo Tune—Hold **Down** and press C▲

Kim Tune—Hold **Down** and press **A**

Spinal Tune—Hold **Down** and press C▼

Secret Stage

In two-player mode, have both characters choose their fighters by holding **Down** and pressing C▼, you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him
- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press C▶, C▲, **A**, **B**, C▼, C▲, C▶. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button, if you do this, the winner of that match will get to play a hidden game that's similar to *Space*

Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▼, **B, A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark, this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C▲, C◀, C▼, **A, B, B, B, A, A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark, this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams.

All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass

Big Head—Hold **Up**, press Turbo + Pass simultaneously

Rooftop Court—Hold **Left**, press Turbo, Turbo

ABA Ball—Hold **Right**, press Shoot, Turbo, Pass

Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Sized Players—025
No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max Blocking—616
Quick Hands—709
Max Power—802
Goaltending Allowed—937

Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests.

Hardaway—AHRDWY 0000
Amrich—AMRICH 2020
Bardo—BARDO 6000
Pesina—CARLOS 1010
C. Robinson—CLIFFR 0000
Thompson—DANIEL 0604
Roan—DANR 0000
D. Robinson—DAVIDR 0000
DiVita—DIVITA 0201
Olajuwon—DREAM 0000
Ferrier—EDDIE 6213
Elliot—ELLIOT 0000
Geer—EUGENE 6767
Ewing—EWING 0000
Hill—GHILL 0000
G. Robinson—GLENNR 0000
Grant—HGRANT 0000
Rivett—JAMIE 1000 or MUNDAY 5432
Japple—JAPPLE 6660
Skiles—JASON 0729
Carlton—JC 0000
Hedrick—JFER 0503
Hey—JONHEY 6000
Johnson—JOHNSN 0000
Kemp—KEMP 0000
Kidd—KIDD 0000
Boon—KOMBAT 0004
Malone—MALONE 0000
Martinez—MARTY 1010
Mednick—MEDNIK 6000
Miller—MILLER 0000
Minifee—MINIFE 6000
Morris—MORRIS 6000
Tobias—MORTAL 0004
Mutombo—MOTUMB 0000
Muresan—MURSAN 0000
Vinikour—MXV 1014
Ehrlich—NICK 7000
Fitzgerald—PATF 2000
Perry—PERRY 3500
Pippen—PIPPEN 0000
Quinn—QUIN 0330
Rice—RICE 0000
Rodman—RODMAN 0000
Root—ROOT 6000
Liptak—SHAWN 0123
Smits—SMITS 0000
Oursler—SNO 0103
Stackhouse—STACKH 0000
Starks—STARKS 0000
Turmell—TURMEL 0322
Webb—WEBB 0000
Webber—WEBBER 0000
Funk—NFUNK 0101
Mourning—MOURNG 0000

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

STAR WARS SHADOWS OF THE EMPIRE

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left + L + R + Z +** C◀ **+** C▶ **+** C▼, with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter "__Wampa__ __Stompa" as your name or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and press **START** to pause, when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

• In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C▶ and press **Up**, then press C▶ repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C▶ to toggle between the snowspeeder and the AT-ST.

• In the "Escape from Echo Base" stage, hold C▶ and press **Left** on the D-pad, you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa, hold **Down** to attack. Once the code is in place, press C▶ to switch between Dash and the Wampa.

• Also in the "Escape from Echo Base" stage, hold C▶ and press **Right** on the D-pad, you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper, hold **Down** to fire. Once the code is in place, press C▶ to switch between Dash and the Snowtrooper.

• In the "Gall Spaceport" stage, hold C▶ and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper, these both work as described under "Escape From Echo Base" above.

• In the "Imperial Freighter Suprosa" stage, hold C▶ and press **Right** on the D-pad to control a Stormtrooper as described above.

• In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C▶ and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

See the Ending

Enter your name as "__Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up/Right** position to see a photo of the game's creators.

Wampa Noises

Enter your name as "R__Testers__ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

TETRISPHERE

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C▶ + C▼ and press the **L** button, you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes, you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C▶ + C▼ and press the **L** button as above to change the numbers on the menu to

different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu, they can also be accessed during the game (except "Gallery" and "Show Credits".)

R B N S M T H—Invincibility
T H S S L K S C L—Spirit Mode
C M G T S M M G G T S—All Weapons *
B L L T S R R F R N D—Unlimited Ammo *
F R T H S T H T T R L S C K—Infinite Lives
G R G C H N—Big Head Mode **
D N C H N—Tiny Enemy Mode
D L K T D R—Pen and Ink Mode
L L T H C L R S F T H R N B—Purdy Colors
S N F F R R—Disco Mode (enemies don't attack)
C L L T H T N M T N—Quack Mode
T H B S T—Gallery (view the characters)
F D T H M G S—Show Credits ***
N S T H M N D N T—Show Enemies (on the map)

(* This cheat is also activated by the "RBNSMTH" and "GRGCHN" codes.)
(** This cheat is also activated by the "RBNSMTH" code.)
(*** This cheat is also activated by the "RBNSMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "N T H G T H D G D C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick
Anubis—3-D, → ↘ ↓ ↙ ← + High Punch + Low Kick
Pagan—From 1/2 screen distance, ← → + Low Punch
Tak—← ↙ ↓ ↘ → + Low Punch + High Kick
Maximus—Hold 3-D, press → → + High Punch + Low Punch
CY-5—From 1/2 screen away, ← ← + High Punch
Warhead—Far away, 3-D, → ↘ ↓ ↙ ← + High Kick
Voodoo—From 1/2 screen away, ← → + Low Punch
Vallah—In close, → → + Low Kick
Kabuki Jo—At sweep distance, ← ↙ ↓ ↘ → + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character, Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character, Exor will not appear until the fight begins.

Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press C◀, C◀, **Right, A, B,** C▲, C▶. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right, Right, Right, B, B, A, A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay". Press **L** or **R** to highlight a player; that player will flash for a brief instant. If you press **Z** quickly before the player stops flashing, he will turn invisible. Press **START** twice to return to the game; that player will stay invisible. Note that pressing **Z** causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the **L** or **R** button. To turn your entire team invisible, advance through the line-up with **L** or **R** until you reach the last player on your team, press **Z** to turn him invisible, then use the same button to advance to the next-to-last player, press **Z**, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C▶ button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the C▲, C◀ or C▼ button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your player appears as follows.

Big Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "10".
Huge Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "01".
Tiny Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "11".
Tiny Players—Hold the C◀ button and press **R** until the third digit of the "Specials" option is "1".
Giant Players—Hold the C◀ button and press **R** until the fourth digit of the "Specials" option is "1".
Short, Fat Players—Hold the C▲ button and press **R** until the fifth digit of the "Specials" option is "1".
Tall, Thin Players—Hold the C▲ button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press C◀ nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the **L** button and press C▼, C▼, C▲, C▲, C▼, C▼, C▶, C▶, C▼, the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C▲ button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left, press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold the **L** button and press C▲, C▲, C▼, C◀, C▶, C▶, C◀, C▶, C◀. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

Access Super Teams

At the Options screen, hold the **L** button and press C▶, C◀, C◀, C▶, C◀, C◀, C▶, C◀, C◀. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

See Company Logos

Press **Z** at the Options menu to view the company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

3D LEMMINGS
Stage Select
Choose "Codes" from the main menu and enter the password "LAMPWICK" Highlight "End" and press X, the message "Password Correct" will appear Now choose a difficulty level and select "Play", a stage select menu will appear

ADIDAS POWER SOCCER
Dream Team
At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2** + **R2** + □ + X simultaneously, do this several times until the name of your team changes to "Dream Team!" Now you have a super-powered team

ADVANCED DUNGEONS & DRAGONS IRON & BLOOD WARRIORS OF RAVENLOFT
Boss Codes
Enter any of the following codes at the character-select menu If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center Note The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again
The Minion of Chaos—Hold **L1** + **L2** + **R1** + **R2** + **Up** and press X
Lord of Chaos—Press **Up**, **Down**, then roll the D-pad from **Up** to the **Down/Left** position and press △ + X simultaneously (The movement should look like this. ↑ ↓ ↑ ↖ ← ↙ △ + X)
The Avatar of Order—Hold **Left** and press □, then press **Right** + ○ simultaneously
Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left**, **R1**, **R2**, **L2**, **L1**

THE ADVENTURES OF LOMAX
Stage Select
During the game, hold **Down** on the D-pad and press **START** to pause While paused, hold **Up** and press △, ○, X, □ Two small numbers will appear on the left side of the screen Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to Once you've decided, hold **L1** and press **START** to warp there To remove the numbers from the screen, just re-enter the same code

AGILE WARRIOR F-111X
Invincibility
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, X, △, △, △, □
Maximum Fuel and Armor
Pause the game and press **Left**, , , , , **Up**, △, △, △, **Right**, ○, **Down** X, △, △, △, ○
All Weapons=999
Pause the game and press **Left**, , , , , **Up**, △, △, △, **Right**, ○, **Down**, X **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**

ALIEN TRILOGY
Level Skip
Go to the password screen and enter the password 'G0LVL" followed by a number from 0 to 34 (For example, to start at the game's final stage, enter the password "G0LVL34") Highlight 'Accept" and press the X button, you'll see the words "Cheats Activated" on the screen Now quit to the title screen and select "Start Game" to start at the level you chose Enter the password "G0LVL3S" to see the end of the game
Cheat Mode
Enter "1G0TP1NK8C1DB00TS0N" as your password, highlight "Accept" and press the X button you'll see the words "Cheats Activated" on the screen Now quit to the main menu, where you'll find a new option called "Cheats", this allows you to become invincible or start on any stage

ANDRETTI RACING
Secret Cars
Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!" When the Season Setup menu appears you'll have access to seven different stock cars instead of just one If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle
Secret Options Menu
At the Pause menu, highlight "Race Statistics", hold the ○ button and press X You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars

BALLBLAZER CHAMPIONS
Shrink Rotofoil
To play with a smaller vehicle, choose "Load/Save" from the Options menu, then select "Enter Passcode" and input the following password
X○X×○X
X×××××
××△△××
□X××××□
X□□□□□X

BASES LOADED '96 DOUBLE HEADER
Automatic Home Runs
During the game, press **START** to pause, then grab Controller 2 and press △, □, X, ○, ○, ○ You'll hear a piano sound Next, press **L1** (also on Controller 2), you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt

BATMAN FOREVER, THE ARCADE GAME
Tips & Secrets
• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you
• If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter
• When the Monarch Bat makes its sweeping attack, press Punch + Kick to block, you won't take any damage However, blocking will not protect you from the bat's fire attack.
• At the start of the game, if you jump on the hood of the Batmobile and stay there you can prevent it from driving away so quickly

BATTLE ARENA TOSHINDEN
Boss Codes
To play as Gaia
Turn the game on and wait for the title screen to appear While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓ ↙ ← + □ before all of the text appears You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen, the code won't work If you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button
To play as Sho
First enter the Gaia code Next, wait for the title screen to appear again as described above This time, while the words are flying into the screen, press → ← → ← + □ on Controller 2, you'll hear "Fight!" again and the text will change from pink to a greenish color With that code in place, start a game At the fighter-select screen, highlight Kayin, hold **Down** and press any action button
Easy Desperation Moves
Visit the option menu and configure your controller so that the **L** and **R** buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example Now you can trigger any character's desperation attack simply by pressing all four **L** and **R** buttons at exactly the same time whenever your energy bar is flashing red Note You can only choose the "special" control settings when the game's difficulty is set at "Easy" or 'Very Easy" unless you use the "Easy Special Attacks etc" code listed below
Easy Super Moves
Enter both "boss" codes to access Gaia and Sho as described above With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ↙ + X on Controller 1 while the words are zooming in You'll hear the word "Fantastic!" and the text will change to white With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four **L** and **R** buttons at exactly the same time
Easy Special Attacks at Any Difficulty Setting
Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before While the words are zooming into the screen, press → ← → ← + □ on Controller 2, you'll hear "Fantastic!" again and the text will change to yellow With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc—at any difficulty setting, not just 'Very Easy" and "Easy"

BATTLE ARENA TOSHINDEN 2
Boss Code 1
Turn the game on and wait for the title screen to appear While the words "1P GAME," "FULL BATTLE" etc are flying in from the left side of the screen, quickly press **R1**, **L2**, ^, **L1**, **R2**, ○ before all of the text appears You'll hear a signal to confirm the code if you're fast enough At the fighter-select screen, highlight the "?" box, Master and Uranus are now included in the random characters that appear To choose them more easily, hold the **SELECT** button, this slows down the random-select feature
Boss Code 2
With Boss Code 1 in place as described above, return to the title screen, while the words "1P GAME," "FULL BATTLE" etc are flying in from the left side of the screen, quickly press ○, **R2**, **L1**, ^, **L2**, **R1** before all of the text appears You'll hear a signal to confirm the code if you're fast enough At the fighter-select screen, highlight the "?" box, Vermilion and Sho are now included in the random characters that appear To choose them more easily, hold the **SELECT** button, this slows down the random select feature

BLACK DAWN
Secret Deathmatch Mode
At the main title screen, hold **SELECT** + **R2** on both controllers, the title screen menu will change, allowing a "Two Player Vs" option This new game mode plays like Atari's classic top-down two-player *Combat* game complete with "wraparound' screen
Access All Levels
At the main title screen hold **Left** + **L2** and press **SELECT**, you'll hear a sound to confirm the code Now start the game, you'll have access to all of the missions from the "Insertion Points" map
Maximum Fuel & Ammo
Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, △, △, △, ○
Acquire Wingman
Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, □, □, □, ○
Maximum Weapons
Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **L1**, **L2**, **R1**, **R2**
Upgrade Gun
Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2** **SELECT**, **SELECT**, **SELECT**
Upgrade Current Weapon
Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2** **L1**, **L1**, **R1**, **R1**
Complete Current Mission
Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, △, △, △, **Down**, **Down**, **Down**

BLAST CHAMBER
Infinite Lives
At the main menu, press □ **Left**, □ **Right**, ○ **Down** ○, Up, you'll hear a metallic sound to confirm Now start a game in "Solo Survivor" mode, when you die, your life count will not be decreased

BLAZING DRAGONS
Final Level Password
V?U5MK4N6LULOHW5CB

BLOOD OMEN: LEGACY OF KAIN
Refill Energy
At any time during the game—not while paused—press **Up**, **Right**, □, ○, **Up**, **Down**, **Right**, **Left**.

BOGEY: DEAD 6
Access All Fighters
At the Fighter Select screen, press **Left**, **Left**, **Right**, **Down**, **Up**, **Down**, **Right**, **SELECT** You'll hear a shout and all of the fighters will become available for you to choose
Access All Missions
At the Mission Select map in Mission mode, just press **Up**, **Down**, **Down**, **Right**, **Left**, **Down**, **Up** △ You'll hear a shout and all of the missions will become available for you to choose.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS
Debug Mode
Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down**, **Up**, **Down**, **Up**, **Right**, **Down**, **Left**, **Down**, **Up**, **Down** If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen Now you can skip levels at any time during the game by pressing the **R1** button, press **L1** to go back through the levels Press **R2** during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press **R1** to



September's European Computer Trade Show in London was a great opportunity to see what game companies have in store for us in the months ahead There were a few oddball titles, but many of the games on display (probably 90%) are scheduled for release in the U S Noticeably absent was Sega, a company which enjoyed much success in the U K. with the Master System and Mega Drive consoles, but only marginal penetration with the Saturn (sound familiar?) Nintendo was there, but had nothing new to offer Instead, the big N's focus was on *Lylat Wars* (*Star Fox*) and *GoldenEye 007*. The timing for this year's show couldn't have been worse, with the funeral for Princess Di taking place that very same weekend, traffic was an absolute nightmare. But it was all worth it.





A view from the second floor. Sony was the dominant force at the show, with an incredibly huge area all to itself

return to the game)
Secret Stages
As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up Down, Up** If you're fast enough the words "Original Game" will appear in the lower left corner of the screen Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BUST-A-MOVE 2 ARCADE EDITION

Extra Credits
Choose "Options" from the title screen, then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down** A 30 second timer will appear in the upper right corner of the screen Now quickly highlight the 'Credits" option and start tapping the ○ button as quickly as you can Pressing ✕ four times gives you one credit Press it five more times for another extra credit, six more times for another, and so on
Another World
At the title screen—while the words "Press Start" are flashing—press **R1 Up, L2, Down** You'll see a little green guy appear in the lower right corner of the screen Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen When the first round starts you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting

BUSTER BROS COLLECTION

Super Buster Bros Stage Select
Choose *Super Buster Bros* from the main menu and select 'Game Start " When the "Select Mode" screen appears, choose the number of players, then, at the next menu, highlight 'Tour Mode," hold **Down** on the D-pad and press ✕ A stage-select menu will appear
Buster Buddies Stage Select
As above, choose *Buster Buddies* from the main menu and select "Game Start " When the title screen appears, choose the number of players, then, at the "Select Game" menu, highlight 'Normal," hold **Down** on the D pad and press ✕ A stage-select menu will appear after the player select menu
Buster Buddies Bonus Stages
Choose *Buster Buddies* and select "Game Start " When the title screen appears, choose the number of players then quickly hold ○ on Controller 2 before the 'Select Game" menu appears When it does, highlight "Normal" and press on Controller 1 After choosing your character(s), you'll access a top secret series of bonus stages

CARNAGE HEART

Manual Control
During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times You'll see the last option on the menu change from "Camera" to "Action" Highlight this new option and press ○ to change the setting from 'Automatic" to "Manual", now you can control your OKE as follows
Up, Down—Move forward, backward
Left, Right—Turn left, right
L1 + Left—Move left
L1 + Right—Move right
L1 + Up—Change altitude up
L1 + Down—Change altitude down
□—Grapple
△—Jump up
△ + D-pad—Jump forward/back/left/right
○—Fire Main Weapon
○—Duck
R2 + ○—Fire Sub Weapon
R2 + ✕—Fire Sub Weapon twice
R2 + ○—Fire Sub Weapon three times
R2 + □—Fire Sub Weapon four times
If you're in battle with one or more allies and you use the **L2** button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed **L2** will revert to automatic control

CODENAME TENKA

Access All Weapons
Press **START** at any time during the game to pause, then enter the following code at the pause menu Hold **L1**, then press △, **R1**, △, **R1**, ○, ○, L2 Release **L1** and a new option called 'All Weapons" will appear on the pause menu choose it and you will be equipped with maximum firepower
Stage Select
Press **START** at any time during the game to pause, then enter the following code at the pause menu Hold **L2**, then press ○, ○, **R1**, **R1**, ○ Release **L2** and a new option called "Level Warp" will appear on the pause menu, choose it and you will be able to warp to any stage

COMMAND & CONQUER

Power-Up Codes
At any time during the game, press **START** to pause, then enter one of the following codes When you press **START** again to unpause, you will have access to the feature you requested as follows
Ion Cannon—Right, Down, Left, Left, Down, Right, Right, Down, Left, □
Air Strike—Right Down, Left Left Down, Right, Right, Down Left ○
Extra $5,000—Right Down, Down, Left, L1, Left, Right Down, Left
Reveal Entire Map—○, ○, ○, **Up,** ○, **R1,** ○, ○, ○
Access Covert Operations
Choose 'Enter Password" from the main menu and input the password "COVERTOPS" When you return to the main menu, you'll find a new option called "Covert Operations" The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both

CONTRA LEGACY OF WAR

Cheat Codes
Each of the following codes works at the main menu with the title screen in the background
Infinite Continues—L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)
Access All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)
Stage Select—L2, R1, L1, R2 Left, Right, ○, **R2 L2**
Sound Test—R2, R1, L1, L2 Up Right, Down, Left (Press **Up** or **Down** to change the sound number and press **START** to hear it)
Movie Test—L2 L1, R1, R2, Up Left, Down, Right (Press **Up** or **Down** to change the movie and press **START** to watch it)
Hidden "Gyruss" Game—L2, L1, Left, Right, R1, R2
Hidden "Pac-Tank" Game—R2, R1 Right, Left, L1, L2

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected
□ □ △ ✕ □ △
□ □ ✕ ○ △ △
△ ○ □ △ ✕ ✕ ✕

THE CROW CITY OF ANGELS

Cheat Passwords
Choose "Continue" from the main menu and enter one of the following codes
✕ ○ △ ○ □ □ □ ○ < ○—Giraffe Mode
△ △ ✕ ○ ○ ✕ ○ ○—Stickman Mode
△ △ ○ ○ ○ ○ ○ ○ □ □—Watch All Video Scenes
✕ □ ○ △ △ ○ □ ✕ □—Debug Mode
Stage Passwords
△ ✕ □ ○ △ ○—Pier
< ✕ ✕ ✕ △ □ ✕ ✕ ✕ ○—Ship
△ ○ △ ○ □ △ < ○ ✕ ○—Tomb
✕ △ > △ □ ✕ ✕ △ ○—Graveyard
△ △ △ ○ △ ○□□○—Church
✕ □ ✕ △ □ ○ ○ ✕ □ ○—Day of the Dead
△ ○ △ ○ ○ △ ✕ ○ □ ○—2nd Coming Club
✕ ✕ ○ ✕ □ □ < △ △ ○—Judah's Tower
△ ✕ ✕ ✕ ○ □ △ □ △ ○—Borderlands
✕ ✕ ✕ ○ □ □ ✕ ✕ △ ○—Finale

CRUSADER NO REMORSE

Cheat Mode
Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L 0 S R" (the second character is a zero) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway Now start a new or saved game At any time during the game, hold **R1** and press ○ to refill your health and energy This also gives you 2,000 extra credits, all of the items and all of the weapons with ammo
"Mama's Boy" Passwords
Mission 5—T D 5 S
Mission 10—X S G Z
Mission 15—J F M 4
Secret "Realtime" Mission—L R T N
"Weekend Warrior" Passwords
Mission 5—V D 5 S
Mission 10—Z 5 G Z
Mission 15—K F M 4
Secret "Realtime" Mission—M R T N
"Loose Cannon" Passwords
Mission 5—W D 5 S
Mission 10—0 S G 2
Mission 15—L F M 4
Secret "Realtime" Mission—N R T N
"No Remorse" Passwords
Mission 5—X D 5 S
Mission 10—1 5 G Z
Mission 15—M F M 4
Secret "Realtime" Mission—P R T N

DESCENT

Cheat Codes
Each of the following codes can be enteres at any time during gameplay—*not* while the game is paused Some of the codes can be deactivated by entering the same code again.
Turbo Mode—Press □, ○, ✕, □, ○, △, □, ✕
Shield Recharge—Press ○, □, ○, △, ✕, ○, ✕
Invincibility—Press ○, ○, ○, ○, □, ○, ○
Access All Keys—Press ✕, ○, ○, ✕, ○, ○, △, ✕, ○, ✕
Access All Weapons—Press ○, ✕, ○, ○, ○, ○, □
Stage Select/Extra Difficulty Levels
Enter the following code during gameplay (not while paused) △, ○, □, △, ○, ○, ○, □, △, ○, ○, ○ The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place Now pause the game and choose "Quit Game", then select "New Game" from the main menu Note that two new difficulty levels have appeared, "Ace" and "Insane" Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels

DESTRUCTION DERBY

Hidden Track
Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or 'Destruction Derby") and enter your name as "REFLECT!" Next, return to the main menu and choose any single-course mode except those under "Destruction Derby" (For example, "Wreckin' Racing/Race Practice") Now choose a track, you'll find a new course called "Ruined Monastery"
Invincibility
As above, choose the "Championship" option in any of the competitive modes ('Wreckin' Racing", "Stock Car Racing" or 'Destruction Derby") and enter your name as "IDAM AGE!" Next, return to the main menu and choose any game mode Notice that your car will no longer take any damage, you're completely invincible

DESTRUCTION DERBY 2

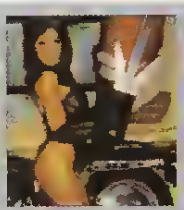
Access All Tracks
Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small "r") Next, return to the main menu and choose any single course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice") Now choose a track, you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate Destruction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3

DIE HARD TRILOGY

Die Hard Cheats
Each of the following codes works in the "Die Hard" portion of the game
Invincibility—Press START to pause then hold the **R2** button and press **Left, Right, Up, Down,** □
Stick-Man Mode—Press START to pause, then hold the **R2** button and press △ ten times then **Right** four times
Silly Mode—Press START to pause, then hold the **R2** button and press **Down,** ○, ○, **Down,** □, **Down**
Die Harder Cheats
Each of the following codes works in the "Die Harder" portion of the game
Invincibility—Press START to pause, then hold the **R2** button and press **Down,** △, **Right,** □ Your health will go down, but you won't die when it's gone
Fergus Mode—Press START to pause then hold the **R2** button and press ○, **Down, Down,** □, ○, □ Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.
Die Hard With a Vengeance Cheats
Each of the following codes works in the "Die Hard With a Vengeance" portion of the game
Big Cars—Press START to pause, then hold the **R2** button and press **Left,** △, **Right, Down**
Chase View—Press START to pause, then hold



Virgin's enclosed booth looked like some kind of alien butthole and it was hotter than heck inside, but at least the games were impressive.



Major kudos to Eidos, it had more saucy ladies than you could shake a stick, er . *sword* at



This gentleman was paid by EA to distract the huge crowd gathered at the nearby Eidos booth. After spewing out biblical phrases like, "Sinners, do not be swayed by the evil temptations of the flesh!", Jim yelled out, "Aw www, *shaddap*!"



On his way to hail a taxi to the show one morning, Jim stopped by the local grocer to grab a cold drink. He was shocked to discover that milk in London is packaged in funny little square containers.

the **R2** button and press **Down**, ○, **Down**, ○ This adds a new camera angle to the available options

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused

Map All Lines On △, △, **L2**, **R2**, **L2**, **R2**, **R1**

Map All Things On △, △, **L2**, **R2**, **L2**, **R2**, **R1**, ○

Lots of Goodies: ×, △, **L1**, **Up**, **Down**, **R2**, **Left**, **Left**

All Powerful Mode On (Invincibility) **Down**, **L2**, ↑, **R1**, **Right**, **L1**, **Left**, ○

X-Ray Vision **L1**, **R2**, **L2**, **R1**, **Right**, △, ↘, **Right**

Level Warp: **Right**, **Left**, **R2**, **R1**, △, **L1**, ○, × (press **Left** or **Right** to change the stage number)

DYNASTY WARRIORS

Secret Character: Sun Shang Xiang

At the main menu—the one that says "1P Battle, Versus," etc—press **Left**, **Left**, **Up**, **Down**, △, ↑, **L1**, **R1**: you'll hear a sound to confirm the code. Now start the game: you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character select screen, just press any L or R button when the character select screen appears and Sun Shang Xiang will appear on the row of faces

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*

FORMULA 1

Cheat Codes

Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly

Gibberish Mode—Hold **SELECT** and press **Left**, ○, **Up**, **Down**, **Down**, **Right**, ○, □, □

Buggy Mode—Hold **SELECT** and press **Right**, **Up**, △, **Left**, **Up**, □, △

Bike Mode—Hold **SELECT** and press **Down**, **Up**, ○, △, **Right**, **Up**, □, △

Lava Mode—Hold **SELECT** and press ↓, ○, **Up**, **Right**, **Right**, ○, ×

Spanish Commentary—Hold **SELECT** and press △, ○, **Right**, ○, △, ○, **Right**, ○

German Commentary—Hold **SELECT** and press **Down**, **Up**, **Left**, **Left**, ↓, ○, ×

Bonus Track—Hold **SELECT** and press **Left**, ○, ○, △, △, ○, **Up**, **Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track

GRID RUNNER

"All Flags" Mode

Choose "Start Game" from the main menu, then choose "Restore Game" and access the "Enter Password" screen. Enter the password ↓ △ → × → ↑ → ○ × ↓ and press **START** to return. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number

"Free For All" Mode

Access the "Enter Password" screen as described above, enter the password ↑ △ × → ↑ △ ○ ↓ → ↓ and press **START** to return. Now start the game and you'll find that neither player is "it" and you can both capture flags at any time.

Grid Racer Mode

Access the "Enter Password" screen as described above, enter the password × △ → !→ ↑ ↓ ↘ → ↓ and press **START** to return. Now choose "Two Player Start" from the current menu. At the two-player world select screen, you'll find three new worlds called "Grid Racer—Round 1" through "Round 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag

GUNSHIP

Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains

IN THE HUNT

Stage Select

At the title screen menu, highlight "Start", hold the **D-pad** in the **Up/Left** position, hold **SELECT** and press the ○ button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the △ and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F"). Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left**, **Right**, ↓, ○, △, △, **Down**. A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

- City—Use this to warp to any stage
- Plane—Choose any craft; "BAC" is the alien spaceship
- Invincible—Turn this option on and you'll take no damage
- Kill Civil—You can lock on to non-enemy objects and blow them up
- Kill Wing—You can lock on to your wingmen and shoot them down
- Damage Bonus—Kill enemies with one missile
- Tourist—Turn this option on to remove all aliens
- Weapons—Infinite missiles
- Fast Reload—Fire missiles more quickly
- Demo Cam—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace
- No Time—Disable the timer

INTERNATIONAL TRACK & FIELD

Skimpier Swimsuits

At the Game Select menu, highlight "100m Free Style" and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ○, ↖. Instead of the standard one piece swimsuits, the contestants will all be wearing bikinis

JET MOTO

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**, when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again, when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes, there's also a fourth difficulty setting called "Master" at the Options menu

JUMPING FLASH!

Stage Select

At the *Jumping Flash* title screen, press **Up**, **Up**, **Down**, **Down**, ×, ×, **Left**, **Right**, **Left**, **Right**, ↘, △, ×, _. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game, when the World Map appears, press **Right** repeatedly to skip to different stages

K-1 THE ARENA FIGHTERS

Secret Character

Choose "Team Battle" from the main menu, then—when the character-select screen appears—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **START**. You'll hear the crowd cheer and Master Ishii will appear as a selectable character on the right side of the screen

Infinite Stamina

At the title screen, wait for the words "Push Start" to begin flashing, then quickly press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **SELECT**. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'

Strength Adjust

During a match, press **START** to pause, then press **L2**, **R1**, **L1**, **R1**, **L2**, **R1** while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press **Up** or **Down** to change it to any number from 1 (weak) to 9 (very powerful). Use Controller 2 to change your opponent's attack power

See the Ending

Turn the PlayStation on with the *K-1* disc inside and hold **L1** + **L2** + △ + ○ + **Left** on both controllers while the game loads

THE KING OF FIGHTERS '95

Boss Code

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character select screen, hold the **START** button and press **Up** + ○, then **Right** + _, then **Left** + ×, then **Down** + △. The boss characters Omega Rugal and Saishu Kunsanagi will appear on the menu as playable fighters

Duplicate Characters

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character select screen, hold the **START** button and press **Down** + △, then **Left** + ↗, then **Right** + ↓, then **Up** + ○. Now you can select your favorite character more than once when choosing the members of your team: you can even make a team that consists of the same character three times

LOADED

Cheat Codes

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds: this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:

AMMO: **Down**, **Right**, ○, **Left**, **Right**, ○ Select this option to boost your ammo

HEALTH: **Right**, **Right**, **Left**, **Down**, **Down**, **Up**, ↖, ○. Use this option to refill your energy meter

POWER: **Right**, **Down**, **Right**, △ This option will power-up your weapon

LIVES: **Left**, **Down**, **Right**, △, !, ×, ○ This option gives you one extra life each time you press the button

SMART: **R1**, **R2**, ×, △, ↓, ○, **R1**, **R2**, ○, ○, ¯ Get one extra smart bomb each time you press the button with this option highlighted

SKIP LEVEL: ×, **R1**, ↖, R1, !, ○, **R2**, **R2**, ×, ↓, △, × Use this option to skip the current level and start on the next stage.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)

Compy—× × ○ △ ! × ↘ ○ △

Human Hunter— △ ○ ↙ ! × ○ △

Raptor—× × ○ △ × ¯ ¯ _ △ ○

T-Rex—× × ○ △ _ _ ! ↙ △ △!

Human Prey— △ ○ ↘ × □ △ × ○ △

Gallery Passwords

Compy— ! △ ○ × ○ △ ○ △ △ × ×

Hunter—× × ○ △ ! □ △ △ △ × ○ _ ○

Raptor—' ! △ ○ × ○ △ ○ × △ × △

T-Rex—△ △ × ○ ¯ ○ × × ' △ !□

Frey—△ △ × ○ ! △ × ¯ ○ ○

Stage Select

Access the password screen and enter the following password: !, ↘, ×, ○, △, △, ×, ↓, ○, △, ○, ↙, ¯. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time: you'll access a top secret stage select menu that allows you to start at any sub stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu

MACHINE HEAD

Infinite Energy

At the main menu, press ○, **L1**, **L1**, **L1**, ○, **L1**, ○, ○, **L1**, ○, ○, ○, **L1**, **L1**, **L1**, **L1**, **L1**, ○, ○, **L1**

Infinite Ammunition

At the main menu, press ○, ○, ○, ○, **L1**, ○, **L1**, **L1**, ○, **L1**, ○, **L1**, **L1**, ○, **L1**, ○, **L1**, **L1**, **L1**, **L1**

Level Select

At the main menu, press **L1**, ○, **L1**, **L1**, **L1**, ○, ○, ○, ○, **L1**, **L1**, ○, ○, **L1**, ○, **L1**, ○, ○, ○, ○. Press **R1** repeatedly to choose your starting stage, use **R2** to go back through the list

MADDEN NFL 97

Secret Teams

Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press ×, then press the ○ button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All Time All-Madden" team and Pro Bowl teams





G.A.S.P

Konami for Nintendo 64

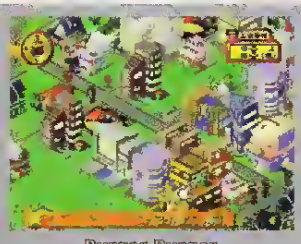
We really *did* gasp; this polygon fighting game was a big surprise to many



Midnight Run

Konami for PlayStation

Konami did a splendid job converting the complex coin-op



Burger Burger

Sunsoft for PlayStation

Kind of like *Theme Park*, only you oversee a chain of fast food places.

MECHWARRIOR 2

Cheat Passwords

Choose the "Password" option from the main menu and enter any of the following codes for different effects

Access All Missions—T<XO/AXA<=
Extra Weapon Variants—T#XO/AX<<<
Slow Heat Build-Up—#XXO/A4>Y+
"Elemental" Mech Chassis—T/XO/AZ<#*
"Tarantula" Mech Chassis—#/XO/A4<LY
"Cruise Control" Throttle—#AXO/A4YYA
Invincibility—##XO/A><UZ
Infinite Ammunition—TOXO/AX>TU
Use Any Mech—#OXO/A>>O/
Jump Jets for All Mechs—#YXO/A>YOL

MORTAL KOMBAT 3

Secret Cheat Mode

During the opening demo, quickly press ×, ○, △, **R1, R1, R2, R2, R1, R1** You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu

Turn "Free Play" on for infinite credits in the one-player mode Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode Turn "Fatality Time" off to give yourself infinite time to perform fatalities Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc) Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent Hold all of these buttons down until the fight begins, your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninja characters

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up** After a few seconds, you'll hear a confirmation sound and the screen will shake Now you can access the previously unavailable "?" menu at the Options screen Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery " Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows

- Fatality 1—Press △
- Fatality 2—Press ○
- Animality—Press **L2**
- Friendship—Press **R1**
- Brutality—Press …

MOTOR TOON GRAND PRIX

Extra Options

At the main menu, highlight "Options", hold **L1 + L2 + R1 + R2** and press × Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip

Load the game *Mappy* and press the △ button to access the dipswitch screen Highlight switch #5 in the "SW3" box and press × to turn it "on " Now start the game; you can skip stages at any time by holding **L1 + R1** and pressing the × button

Super Pac-Man Stage Skip

Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen Highlight switch #6 in the "SW3" box and press × to turn it "on " Now start the game When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1 + R1 + ○** and press **START**; The screen will flash just like it does when the stage is cleared and you'll advance to the next stage Repeat the process for each stage to skip to any level

Gaplus Stage Select

Load the game *Gaplus* and press the ↖ button to access the dipswitch screen Highlight switch #4 in the "SW3' box and press ✓ to turn it "on " Now start the game When the map screen appears, hold **L1 + R1 + ○** and advance Clovis to either of the first two dungeons on the map Instead of entering the dungeon, you'll be warped ahead to Round 2 You can continue to advance to higher rounds as long as you hold **L1 + R1 + ○**, when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

Load the game *Pole Position II* and press the △ button to access the options window Highlight "Test" and press ×; then, when the test screen appears, press △ to open the test screen options window Highlight "Dip Sw" and press ^, then press **Up** to turn on switch #1 in the left box Now press △ twice and choose "Game" with the × button When the game loads, press ^ to open the options window again You'll find a new option called "Course"; highlight it and press ✓ to turn it on (you'll hear a chime) Now start the game and you'll find that the layout of all four courses has been changed, the "Test" course now has *no turns* at all This code remains in effect until you shut the power off or return to the main *Museum* menu

Galaxian Turbo Mode

Load the game *Galaxian* When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START** Now you're playing in Turbo Mode, in which the game speed is many times faster than the original

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9 After you've done this, press the … button during the demo sequence to access the options window Choose "Option" and you'll find a new option called "Rank" This allows you to change the game from "Normal" to "Hard" mode

Galaxian Psychidelic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more Once you've done this, press the △ button during the demo sequence to access the options window Highlight "Test" and press ×, then, when the test screen appears, press △ to open the test screen options window Highlight "Dip Sw" and press ×, then highlight switch #6 and press **Up** to turn it on (You can't change this switch unless your *Galaxian* high score is over 30,000) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen

The Tower of Druaga Secret Area

While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up, Right, Down, Left, Up, Right, Down, Left, Up, Right Down Left**. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall Press the action button to break open the wall, inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the PlayStation and hold **L1 + R1** on Controller 1 while the game loads Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tourmaden* (a k a *The Genji and the Heike Clans*)

Secret Pac Land Scene

Enter the Pac Land room in the museum, it's a bright scene with Mr and Mrs Pac-Man sunning themselves on the beach Check out the right side of the wall behind the door, you'll see a ghost hiding there Press × to chase him away, then press × at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall
- Find the ghost on top of the wall (press △ to look up)
- Find the ghost talking to the fairy
- Find the power pellet (press △ to look up at the tops of the trees)
- Give the pellet to Pac-Man

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press × to jump

Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X Room " Once inside hold **L1 + R1 + △** and press **Up** on the D-pad; you'll see a flash of light and a girl will appear in the room If you approach her and press ×, she will turn on the secret game in that room, it's an *Assault Plus* machine

The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the △ button to access the options window Highlight "Test" and press ×, then, when the test screen appears, press △ to open the test screen options window Highlight "DipSw ' and press ^, press **Right** twelve times, then press **Up** to turn on switch #5 in the right box. Press ✓ to confirm, then highlight "Game" and press the × button Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku, ' a stage-select menu will appear (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage) Once you've chosen a number from 1 to 58, press □ to warp there

NANOTEK WARRIOR

Cheat Codes

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu

- Refill Shield—**SELECT**, ○, **Right, Up, Up, L1, L1**, ×
- Warp Speed Boost—○, …, ○, □, △, △, △, ×
- Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
- First Person Viewpoint—△, ○, □, □, △, △, **SELECT, START**
- Randomize Level Curves—○, **SELECT, Left**, □, □ **Down, Up** ✓

Passwords

Level 2—□××××[]…×△△
Level 3—×○×××□□△□
Bonus Level 1—○□×××□×××△
Level 4—△×□×□…△×○
Level 5—○×□××□△△×
Level 6—×□□×□□△×○
Bonus Level 2—□□□×□□△△□
Level 7—××××□×△○△□
Level 8—□××□×○×△△○
Level 1 with upgraded NanoTek ship—×□×□□○×△×

NBA IN THE ZONE 2

Secret Teams

At the title screen, highlight "Game Start", press and hold **L1 + R2 + SELECT**, then press and hold **START** Continue to hold all four buttons down until the next menu appears Now choose Exhibition Mode and go to the Team Select screen, you'll find two new All-Star teams

NBA JAM EXTREME

Cheat Passwords

Answer "Yes" at the "Keep Records?" screen, then enter one of the following codes at the "Enter Initials" menu (Note The left arrow represents a backspace)

- Start at Game 1 of the playoffs—Enter P, L, ←, ←, A, Y, ←, ←, O, F, ←, ←, F, S, ←, ←, then enter any initials and date
- Start at Game 4 of the playoffs—Enter C, H, ←, ←, E, E, ←, ←, S, Y, ←, ←, then enter any initials and date
- Start at Game 1 of the finals—Enter F, I, ←, ←, N, A, ←, ←, L, S, ←, ←, then enter any initials and date
- Start at Game 5 of the finals—Enter N, O, ←, ←, V, I, ←, ←, C, E, ←, ←, then enter any initials and date
- Play the Shootout after the next game (even if you lose)—Enter S, H, ←, ←, O, O, ←, ←, T, O, ←, ←, U, T, ←, ←, then enter any initials and date

Team Select/VS. Screen Codes

- Display Shot Percentage Indicator—After choosing your players hold Shoot + Extreme (□ + **R2** in the default control set-up) until the "Tonight's Game" screen appears
- Invisible Crowd—After choosing your players, hold Up + Pass + Extreme (default = Up + △ + **R2**) until the "Tonight's Game" screen appears
- Unlimited Turbo—At the "Tonight's Game" screen, hold Turbo (default = **R1**) and press Up, Down, Up, Down
- Invisible Turbo Meters—At the "Tonight's


Beast
Virgin for PlayStation
Extremely cool fighter Change into animal form to tear it up!


TOCA Touring Car Championship
Codemasters for PlayStation
All racing circuits are modeled from actual landscape data.


Kula Quest
Game Design Sweden for PlayStation
A shocker! Maneuver a ball along crazy 3-D structures. A lot of fun.


Spice World
Sony C.E. for PlayStation
Every girl in the U.K wants to look like these five twits.

Game" screen hold Turbo + Extreme (default = R1 + R2) and press Up, Down, Up, Down

Tip Off Codes

Each of the following codes must be entered just before the tip-off; start pressing the buttons as soon as the last pop-up information window disappears and the players are in position on the court. You must finish entering the code before the referee throws up the ball. A message will appear above your turbo meter to confirm the code if you've entered it properly

- CPU Assistance Off—Press Extreme, Turbo, Pass, Pass (R2, R1, △, △ in the default control set-up)
- Beach Ball Mode—Press Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass (default = △, △, R1, R2, R1, △, △)
- Soccer Ball Mode—Press Pass twice, Turbo twice, Extreme three times (default = △ twice, R1 twice, R2 three times)
- Max Rebound Mode—Press Pass, Pass, Extreme, Turbo, Extreme, Turbo (default = △, △, R2, R1, R2, R1)
- Quick Hands Mode—Press Pass three times, Turbo three times, Extreme three times. Pass three times (default = △ three times, R1 three times, R2 three times, △ three times)
- Rainbow Mode—Press Turbo five times, Pass twice, Turbo six times (default = R1 five times, △ twice, R1 six times)
- Max 3-Point Mode—Press Pass eight times, Extreme, Pass seven times (default = △ eight times, R2, △ seven times)
- Max Power Push—Press Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice (default = R1, R1, △, △, R1, R1, △, △, R1, R1, △, △, R1, R1, △, △)
- Max Speed Mode—Press Extreme ten times, Pass three times (default = R2 ten times, △ three times)
- Deadeye Mode—Press Turbo five times, Pass, Extreme, Turbo six times (default = R1 five times, △, R2, R1 six times)
- Goaltend Mode—Press Extreme eight times, Pass, Extreme nine times (default = R2 eight times, △, R2 nine times)

Secret Teams

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring Newt Gingrich

Tiny Players

At the "Big Head?" prompt, press Up, Down, Left, Left, Down, Up, then choose "Yes"

Big Feet

At the "Big Head?" prompt, highlight "Yes" or "No" and hold Left on the D-pad while you make your selection; your player will have giant feet.

NBA LIVE 97

Secret Menu

At the Game Setup screen, press L1, ✕, ✕, L1, ✕, □, R1, ✕, □, R1, ○, then point the D-pad diagonally Up/Right and hold it along with the △ and □ buttons for about five seconds. Now set up a game and press START, when the 'I Love This Game' loading screen appears, point the D-pad diagonally Up/Right again and hold it along with L1, R1, △, ✕, □ and ○. A top-secret menu will appear that allows you to perform the following tricks

- Press START to activate Outdoor Court (SELECT to cancel)
- Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can only change the rest of the team if you're playing with a multitap.)
- Press Up or Down to toggle "Chameleon Mode" for your player

Once you've activated any of the tricks, press △ + ✕ to start the game

NEED FOR SPEED II

Extra Camera Angles

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold L1 + R2 + △ + ○. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four

Cheat Passwords

Enter any of these from the options menu to activate different features

Access Ford Indigo car—L I L Z I P

Access Monolithic Studios track—S H O T M E

Upgrade all cars to Pioneer engines—P D W R U P

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked

Army Truck—A R M Y M E

Volkswagon Beetle—B E E T M E

BMW—b M R M E

Mercedes Benz—B N Z M E

Volkswagon Bug—B U G M E

School Bus—B U S M E

Citroen—C I T M E

Shipping Crate—C R A T M E

Pick-up Truck—J E P M E

Landcruiser—L C M E

Stretch Limousine—L I M D M E

Log—L D G M E

Mazda Miata—M A Z M E

Outhouse—O U T H M E

Luxury Sedan—Q U A T M E

Semi Truck—S E M I M E

Army Truck II—S N O W M E

Newsstand—S T D A M E

Covered Newsstand—S T D B M E

Souvenir Stand—S T D C M E

Monolithic Studios Tram—T R A M M E

Tyrannosaurus Rex—T R E X M E

Van—V A N M E

Volvo Station Wagon—V D V M E

Covered Wagon—W A G O M E

Jeep Wrangler—Y J M E

To give Player 2 a secret vehicle, just change the last letters of any of these codes from 'M E' to 'U'. For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U", then start the game

NEL GAMEDAY '97

Easter Egg Codes

At the Preseason or Season menu—where it says 'Start Game/Roster/Options' etc—press L1, R1, L2, R2. A secret 'Easter Egg' menu will appear. Choose "Add Entry" and press ✕, then use the ○ button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown, including the spaces

ASSASSIN—Increased injuries

ATOMIC BOMB—Hard hits cause explosions

BAZOOKA—Gives the quarterback a stronger arm

BLIND REF—No "pass interference" or "personal foul" calls

BO KNOWS—Speed bursts are more powerful

CREDITS—See the game's credits

DARK NIGHT—No lights during a night game

DEFENSE—Defense is improved

DEMPSEY—Placekickers have longer field goal range

DERVISH—Spin moves are more effective

DOC—Less frequent injuries

ELECTRIC EB—Players vibrate like the old Tudor Electric Football games

EQUALIZER—All players skills are nearly equal

FLEA CIRCUS—Tiny, squeaky players

FRIDGE—Extra wide players

FROG—Players can jump higher

GB SPEED—Increased game speed

GD CHALLENGE—Extra difficulty

GENIUS—Smarter computer opponent

GLOVES—Receivers have better hands

GOLIATH—Giant players

HANG TIME—Punts have better hang time

HATCHET—Stiff arm is more effective

HOGS—Better offensive line

HOME COOKING—Home team gets no "Pass Interference" or "Personal Foul" calls

ICE SKATES—Slippery field

IDIOT—Computer opponent is dumber

JUICE—Speed bursts are quicker

KARATE—Stiff-arm, forearm and swim moves are improved

KRAIG—More frequent fumbles

LONG JUMP—Players can dive farther

NO TIME—No game clock

NYSE—Better swim moves

OFFENSE—Improved offense

OUCH—Hard hits flip players high

PINBALL—Players bounce off each other easier

PISTON—Stiff arm is more powerful

REJECTION—Defense can jump higher

SAYERS—Defenders dive from farther away

SCRAMBLER—Quarterback can avoid sacks better

SLO MO—Decreased game speed

NHL OPEN ICE

Secret Character

Enter the initials 'G_H' (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings

PEAK PERFORMANCE

Secret Vehicles

At the Garage Select menu, enter the following code

1) Highlight "Garage A", hold the L1 button and press ○

2) Highlight 'Garage B", hold the L1 button and press ○

3) Highlight "Garage C", hold L1 + R1 and press ○

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D

Custom Cars

At the Garage Select menu, you can change certain cars by holding ○ as follows

- Highlight "Garage A", hold ○ and press ✕, now Car A03, a convertible, has its top down
- Highlight "Garage B", hold ○ and press ✕, now Car B04 has streamlined headlights and six new colors to choose from
- Highlight "Garage C", hold ○ and press ✕, now Car C06 has a sunroof

PERFECT WEAPON

Passwords

Garden Moon—○ ✕ ✕ △ ○ ○ ✕ △

Forest Moon—○ △ □ ○ □ □ △ △

Desert Moon—○ ✕ ✕ ✕ △ ○ △ △

Proteus Moon—✕ ✕ □ ✕ □ □ △ ○

PO'ED

Refill Health / Ammo

While in Foot mode, press □ + L2 to do a backflip. While you're in the air, press Down + ✕ + R2 to refill your health meter or Right + ✕ + ○ to refill all weapon ammo

Access All Weapons

During the game, press □ + SELECT to view the map and press Left to rotate the map until your character arrow is pointing at you. Next press START while the arrow is rotating back, press L1 + □ + ✕ + ○. Press SELECT to exit the map mode and you should have all of the weapons in your inventory

Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press △ to call up the weapons menu, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press ○ + R1 and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible

Stage Select

At the main menu, press L1 + L2 + R1 + R2 + Up and release. Press ○ to start a new game, when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage select menu will appear after you choose a difficulty setting.

POWER MOVE PRO WRESTLING

Hidden Character Sparrow

At the title screen, press ○, Right, △, Up, □, Left, ✕, Down, ✕, Down, □, Left, △, Up, ○, Right, SELECT, you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SELECT to find Sparrow

Hidden Character Gorgon

At the title screen, press L1, L1, L2, R2, R2, R1, △, Down, ✕, Up, SELECT, you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon

Hidden Character Sallie

At the title screen, press Up, Down, Left, Right, △, ✕, □, ○, L1, R1, L2, R2, SELECT, you'll hear a bell. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sallie

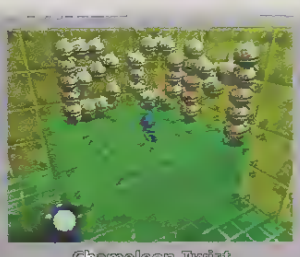
PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Volume" at the "pause' menu. Now enter one of the codes shown below, the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes

- 'Cloak" Stealth Mode—Hold △, tap □, ○, ○, □, release △, hold ✕, tap △, △, release ✕
- Extra Speed—Hold Up, tap △, △, △, release Up, hold Down, tap ✕, □, ○, release Down
- Refill Health—Hold □, tap ○, ✕, △, release □, hold ○, tap □, ✕, △, release ○
- Refill Ammo—Hold ○, tap □, release ○, hold △, tap ✕, release △, hold ○, tap ✕, release ○, hold ✕, tap □, release ✕
- Skip to end of current level—Tap ✕, Up, Down, Up, hold □, tap ○, release □, hold ✕, tap △, release ✕





Chameleon Twist

Sunsoft for Nintendo 64

Grab ledges, enemies and power-ups by extending your tongue. Cool!



Rosco McQueen

Sony C.E. for PlayStation

At press time, it was still undecided whether Rosco would make it to the U.S.



Gran Turismo

Sony C.E. for PlayStation

Set for a 1st quarter U.S. release, this racer moved like lightning.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1 + R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color pallette, hold **L1 + L2 + R1 + R2** and press **SELECT**, you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RALLY CROSS

Cheat Codes

Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the △ button and use the codes in any race mode.

Access "Veteran" mode—vet_me
Access "Pro" mode—im_a_pro
Access all cars, trucks and tracks—weeoo
No viscous friction (mud, water, etc. don't slow the car down)—noviscous
No collisions with other vehicles—banzai
Double the normal gravity—stone
1/2 normal gravity—float
3/4 normal gravity—feather
Realistic gravity—radbrad
Car wheels can turn 90 degrees—spinner
Cars with no wheels—no_wheels
Wheels with no cars—wheels
Fat tires—fat_tires

RAYMAN

Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully. Press and continue to hold **L2, R1, L1**, then **R2**, then release the buttons in this order: **L1, L2, R2, R1**. Next, press and release ○, then press and continue to hold **Left**, ○, □, then △. Finally, release the buttons in the following order: **Left**, △, □, ○.

RELOADED

Cheat Codes

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu.

Ammo—△, **Left, Left, Left** ○, △, **Down**. Select this option to boost your ammo.
Health—**Down, Right, Left**, △, **Right, Down**. Use this option to refill your energy meter.
Power—**Left, Up**. ×, ○. This option will power-up your weapon.
Skip Level—**Left**, △, ×, **Right**, ○, △, **Down**. Use this option to skip the current level and start on the next stage.

Secret Character

At the character-select screen, press **L1**, ○, **R1 Down, Down, R1**, ○, **L1, L1**. You'll hear a fanfare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original *Loaded* game.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RIDGE RACER REVOLUTION

Extra Cars

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold **Down + L1 + SELECT + △ + R1**, all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in Time Trial mode as follows:
Novice—13th Racing Car
Intermediate—13th Racing Kid
Expert—White Angel
If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press □, □, ○, ○, □, □, △.

Weapon Power-Up

During the game, hold the **SELECT** button and press **Left**, □, **Right**, ○, **Up**, △.

Level Passwords

Uraniumania—△ × × □ ○ △ × △
Repsychler—× ○ ○ △ □ □ ○ ×
Endless Bummer—× △ × ○ △ □ ○ ×
Viva Los Vagrantes—○ △ × △ × □ □ △

SOVIET STRIKE

Stage Passwords

Campaign #1 Crimea—W O R S T C A S E
Campaign #2 Black Sea—G R A N D T H E F T
Campaign #3 Caspian—G R O Z N E Y
Campaign #4 Dracula—C H E R N O B Y L
Campaign #5 Kremlin—C I V I L W A R

Cheat Password

Enter the password T H E B I G B O Y S to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold **L1 + L2 + R1 + R2** and press ×. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press × to exit; if you press any other button, your changes may not be in effect.

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

• Refill Energy + Weapon Power Up—Press △, ×, ×, ×, ○, ×, □, △, ×, △, ○. Repeat whenever necessary.
• Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the spider.

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press △, **Up, Right, Down, Left**, △, **Left, Down, Right, Up**, △. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press × to open the levels, return to the main menu and choose "Start" and "Continue Game", then press × at the password screen. When the stage-select screen appears, you'll find that you can access any level.

Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press □ while paused to give yourself 50 extra lives at any time.

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold **Right + START** + □ + ○ until the fighters appear. Your character will have a giant head and big feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with **Left** instead of **Right**, your character will have a tiny head.

Night Fighting

Before a fight begins, hold **L1 + L2 + Down**. You'll be fighting at night.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press ×, ○, ×, ○, □, □, □, △, △, △, then ○ + × simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press ○, □, △, □, ×, □, △, □, ○, □, then △ + × simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press ×, □, ×, □, ×, □, then press **Right** to highlight Kappah and press ○, △, ○, △, ○, △, then press **L1 + R1** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press **Left** ○, ×, **Right**, ○, ×, **Down**, ○, ×. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—× ○ × ○ × △
Medium Difficulty Level—× × △ ○ × △
Hard Difficulty Level—△ □ □ □ × △

STREET FIGHTER ALPHA

Secret Characters

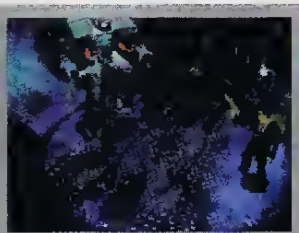
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the L2 button and press **Left, Left, Down, Down, Left, Down, Down**, then □+△ simultaneously.
M. Bison (Player 1)—Hold L2 and press **Right, Right, Down, Down, Right, Down, Down**, then □+△ or ×+○ simultaneously.
Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Left, Down, Down, Down**, then □+△ simultaneously.
Player 2—Hold the L2 button and press **Right, Right, Right, Down, Down, Down**, then □+△ or ×+○ simultaneously.
Dan (both players)—Hold the **L2** and **R2** buttons and press △, □, ×, ○, △.
To choose the alternate-color Dan, hold **L2** and **R2** and press △, ○, ×, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Cham-*



Men in Black
Gremlin Interactive for PlayStation
Based on the hit film, this game boasts an impressive 3-D engine

SEGAWORLD

Located in Piccadilly Circus, London, is a magical place of wonderment, Segaworld. Consisting of seven stories packed with over 400 games, this place is a gamer's dream. Admission to the indoor amusement facility is £2.00 (about $3.50). Each floor has a theme, too. If you're looking to play *Desert Tank*, for instance, you'll find several machines on the Flight Deck level. There are even thrill ride attractions; Beast in the Darkness and Ghost Hunt, to name two. And if all that walking makes you hungry, you can always grab a bite to eat at McDonald's. We had a great time.



Above: The entrance to Segaworld
Right: Mike Davila, Editor-in-Chief of *Computer & Net Player* magazine, tries his hand at one of Sega's old VR prototype systems, *NetMerc*. "Hey—outdated technology!", shouts Mike.



pion Edition, now her fireball is a "charged" move

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right**

SUPER PUZZLE FIGHTER II TURBO

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold SELECT, press **Down, Down, Down, Left, Left, Left**, ○

Akuma (Player 2)—Highlight Felicia, hold SELECT, press **Down, Down, Down, Right, Right, Right**, ○

Dan (Player 1)—Highlight Morrigan, hold SELECT, press **Left, Left, Left, Down, Down, Down**, ○

Dan (Player 2)—Highlight Felicia, hold SELECT, press **Right, Right, Right, Down, Down, Down**, ○

Devilot (Player 1)—Highlight Morrigan, hold SELECT, press **Left, Left, Left, Down, Down, Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10 second mark)

Devilot (Player 2)—Highlight Felicia, hold SELECT, press **Right, Right, Right, Down, Down, Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press **Right**, ○

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press **Left, Left**, ○

Anita (Player 1)—Highlight Morrigan, hold SELECT, press **Right, Right**, ○

Anita (Player 2)—Highlight Felicia, hold SELECT, press **Left**, ○

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too, will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button, to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks.

• Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

• Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• *Punch-Out!!* Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wireframe, just like Nintendo's classic *Punch Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold **SELECT** and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling easier.

TEMPEST X3

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold **L1, R1**, △, ○, **START, SELECT** and **Up/Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

• Level Skip—Hold **R1** and tap **L1**, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.

• Trippy Mode—Hold **L2 + R1** + △ + ✕ and press **Up**. The graphics will leave freaky trails of light on the screen, perfect for those mind-altering experiments at your next party.

Hidden Game Modes

Play until you earn the top spot on the High Score table, you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three letter initials. Enter your name as "H_V_S", those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TEN PIN ALLEY

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold **L1 + L2 + R1 + R2** on your controller and press △, □, ○ or ✕; each button corresponds to a different taunt.

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right**, then repeat that same sequence of buttons again. Now press the ✕ button, when the game starts, a stage-select menu will appear.

THEME PARK

Cheat Code

Enter your nickname as 'BOVINE' and start a new park. When the game starts, press □ + ✕ + ○ simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

TIME COMMANDO

Refill Energy

At any time during the game, press **START** to pause, highlight "Sound FX" at the pause menu and press ✕, △, △, ○, ✕, △, △, ○, □, ↓, ✕. Now return to the game and you'll find that your energy meter has been refilled.

Extra Lives

At any time during the game, press **START** to pause, highlight "Sound FX" at the pause menu and press △, ↓, ○, ✕, △, ○, ↓, ✕, △, ↓, △. Now return to the game and you'll have three extra lives.

Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO", you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

TNN MOTOR SPORTS HARDCORE 4X4

Secret Truck

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.

Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain.

Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called *Roids*. It's a funny version of *Asteroids* in which all of the asteroids have been replaced by the heads of the game's creators.

TOMB RAIDER

Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1**, ○, △, **L1, R2, L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll warp to the end of the current stage.

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1**, △, **R2, L2, L2, R2**, ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above, once you've entered the code, you can switch back to your preferred control method and continue the game.

TRIPLE PLAY '98

Secret Team

At the team select menu, press **L2, R2, L2, R2**, ○. Now cycle through the available teams until you find the EA Sports "Dream Team".

Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then—when the list of stadiums appears—press **L1, R1, L1, R1**, □. Now press Right until you see three 'Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds.'

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car, you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

○△□□○○—Warehouse District Warfare

✕□□○△—Freeway Free For All

✕△□○□—River Park Rumble

✕□△△△—Assault on Cyburbia

□△✕○✕—Rooftop Combat—The Final Battle

△✕○□△—Battle with Minion

□△○□□—Secret Level: The Fight of Your Life

△_□○○—Infinite Weapons

□△✕_○—Invincibility

○○△✕_—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused).

Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**

Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up, Down, Down, Left, Left, Left, Right, Right**. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up, see the game's manual for more information.

Napalm—**Right, Left, Up**

Freeze Burst—**Left, Right, Up**

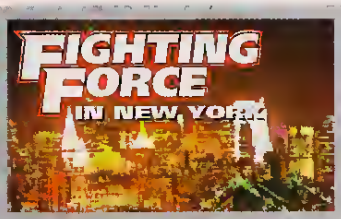
Drop Mine—**Right, Left, Down**

Rear Attack—**Left, Right, Down**

Shield—**Up, Up, Right**

High Jump—**Up, Up, Left**

Invisibility—**Right, Down, Left, Up**



To kick off the release of *Fighting Force* for the PlayStation, Eidos and Core invited a select group of gaming journalists to spend the weekend in New York city. Sparing no expense, Eidos treated the press to a sight-seeing tour via bus and helicopter. The highlight of the tour? When the bus—loaded with journalists, myself included—"stalled" near an alleyway. Lights then flooded the area as Dr. Zeng himself boarded the bus. The *FF* cast proceeded to show up and engage him in mock battle. In fact, Smasher got so mad at the evil Dr. Zeng, he slammed a garbage can right into the street. The whole scene was like something out of Universal Studios—a complete riot! The cast continued to make cameo appearances throughout the rest of the weekend. Of course, you could always count on Smasher, um .. *smashing* stuff whenever he appeared. On the final day of the trip, everyone got together at Television City, a tourist-y, TV-themed restaurant. There,amongst fine food and beverages (and plenty of hangovers from the drink fest which took place the night before), the cast of *FF* took center stage for one last photo op (m-mmm,.. Mace!). All in all, a wonderful time was had. Thanks, Eidos and Core!



Sell Your Soul
If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.
Minion Special
To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=**R2**) and quickly press **Up, Down, Up, Up**. This only works when your Advanced Attack Energy bar is full.
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones.
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two player mode, enter one of the following codes. You'll immediately advance to the car select menu, when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

VR BASEBALL '97

Secret Stadium
Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press □, O, □, O, △. You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of corn.

WARCRAFT II: THE DARK SAGA

Cheat Passwords
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
NTTCLNS—Instant mission victory
YPTFLWRM—Instant mission loss
TSGDDYTD—Enable "god mode"
GLTTRNG—Extra gold
HTCHTXNS—Extra lumber
VLDZ—Extra oil
VRYLTTL—Extra magic Mana
DCKMT—Upgrades
NSCRN—Show entire map
MKTS—Fast building
THRCNBNL—Instant scenario victory
NVRWNNR—Game never ends
Tides of Darkness Human Passwords
HLLBRD—Mission 1
MBSHTM—Mission 2
HSTHSH—Mission 3
TTCKNZ—Mission 4
HTLBRD—Mission 5
DNLGZ—Mission 6
GRMBTL—Mission 7
TYRHND—Mission 8
BTTLTD—Mission 9
PRSNRS—Mission 10
BTRYLN—Mission 11
BTTLTC—Mission 12
SSLTNB—Mission 13
GRTPRT—Mission 14
Tides of Darkness Orc Passwords
ZLDR—Mission 1
RDTHLL—Mission 2
RCSTHS—Mission 3
SSLTNH—Mission 4
RCTLBR—Mission 5
BDLNDS—Mission 6
FLLFST—Mission 7
RNSTNT—Mission 8
RZNGFT—Mission 9
DSTRCT—Mission 10
DDRSSQ—Mission 11
TMBFSR—Mission 12
SGFDLR—Mission 13
FLLFLR—Mission 14
The Dark Portal Human Passwords
LLRSJR—Mission 1
BTTLFR—Mission 2
NCMRNT—Mission 3
BYNDTH—Mission 4
SHDWSS—Mission 5
FLLFCH—Mission 6
DTHWNG—Mission 7
CSTFBN—Mission 8
HRTFVL—Mission 9
BTTLFH—Mission 10
DNCFTH—Mission 11
BTTRTS—Mission 12
The Dark Portal Orc Passwords
SLYRFT—Mission 1
SKLLFG—Mission 2
THNDRL—Mission 3
RFTWKN—Mission 4
DRGNSF—Mission 5
NWSTRM—Mission 6
SSFZRT—Mission 7
SSLTNK—Mission 8
DPTMBF—Mission 9
LTRC—Mission 10
YFDLRN—Mission 11
DPDRKP—Mission 12
Video Passwords
Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause menu.
CLMX—New opening
TDPNNG—Tides of Darkness opening
HKHZMD—Tidas of Darkness Human Act II
NRTHLN—Tides of Darkness Human Act III
RTNTZR—Tides of Darkness Human Act IV
HTDVCT—Tides of Darkness Human Victory
RCKHZM—Tidas of Darkness Orc Act II
QLTHLS—Tides of Darkness Orc Act III
TDSFDR—Tidas of Darkness Orc Act IV
RCTDVC—Tidas of Darkness Orc Victory
DPPNNG—Dark Portal opening
DRNRTH—Dark Portal Human Act II
HWRNTH—Dark Portal Human Act III
HMSRFV—Dark Portal Human Act IV
HDPVCT—Dark Portal Human Victory
BRNNGF—Dark Portal Orc Act II
RCGRTS—Dark Portal Orc Act III
PRLDTN—Dark Portal Orc Act IV
RCDPVC—Dark Portal Orc Victory

WARHAWK

Special Access Codes
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.
X O O !_ X △ O △—Powered-Up Weapons
□ O □ □ △ X △ △—9999 Flash Bombs
△ △ O △ □ △ △ X—Infinite Weapons
O O O _ X △ X X—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)
△ O X △ O O X □—Desert Is All But Done
O △ △ X O O □ O—Canyon Level
O O O □ △ △ □ △—Approaching Uma
X △ X □ □ △ □ △—Airship Level
□ △ X X X △ O □—Volcano Level
△ O △ O △ X □ □—Gauntlet Level
△ O O △ △ X □ △—In with the Gatakaapar
△ X △ □ O X O O—Stormland
△ X X □ O □ O X—Above 1st Force Field
△ X △ □ □ □ X △—Face to Face with Kreel

WIPEOUT

Secret Track
Enter the following code at the "Select Number of Players" menu. Highlight "One Player", then hold **R1, L1, Right, START,** □ and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar."
Rapier Class
At the "Select Number of Players" menu, highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press X, X, X, X, O, △, □. The Piranha team will become available at the Team menu.
Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press □, O, △, O, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, O, O, O.)
Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, X, □, O, △, X, □, O.
Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, □, O, X, △, □, O, X.
Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press X, X, □, □, O, O, △.
Mini Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press □, O, X, □, O, X, △.
Passwords
Enter the following passwords to access two new Race Type options.
Challenge I—□ O □ △ O △ △ O □ □ □ △ X □
Challenge II—□ O □ △ O △ X □ X △ △ X O O
Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WWF IN YOUR HOUSE

Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one.
Invincibility—**R2, L1, R2, L2, R1**
Charge Combo meter with one hit—**R1, L2, R2, L2, Right**
Increase damage of each attack—**Up, Up, L1, L2, Down**
Decrease damage of each attack—**Down, Up, L2, Right, Left**
Turn off computer control of opponents—**Left, Left, Up, Down, R2**
Automatic Superpins—**Down, Down, Down, Down, L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)
Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Remember to save to the memory card after you play.
Stage Select
When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you can choose any stage from the character-select screen in "VS Play" mode.
Hidden Comic Strip
First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**, you'll see a secret NECO comic strip.
Secret Bosses
To fight against XTAL, you must play through the game with all eight characters—including ZULU—without using a continue.
To fight against NECO, you must play through the game as XTAL without using a continue, then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.
Boss Codes
To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.
To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue, you must also defeat XTAL.
To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.
Flat Shaded Turbo Mode
The coolest Zero Divide cheat has two steps. You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture mapped polygons, it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled. To return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.
Hidden Game
Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads, instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.

EA's Party In L.A.

Always a force in the industry, especially with their sports titles, EA has the distinction of throwing some great bashes. One such party was held in Brentwood, California at the home of Cedric Ceballos to promote the '97 fall line-up. Although this was meant to be strictly a private party with employees from EA in attendance as well as some celebs, Jim and Tyrone snuck past the guards to partake in the festivities (not really; they were invited). As Tyrone walked around in a stupor ogling all the food, games and drink, Jim managed to hobnob with none other than Jaleel White. Yes, indeed, our beloved Exec Editor finally came face-to-face with Steve Urkel (and no, he really doesn't walk around saying "Did I do *tha-aaat*?") Actually Jaleel spent most of his time kicking everyone's tail at *NBA Live '98*. Both Jim and Tyrone vow to drag Chris by any means necessary to the next event.





Left: Enjoying N64 *Madden*. **Above:** Jim and Jaleel do the cool handshake thing.

Saturn tips

Saturn tips

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYT0" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press **A**, you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Cheat Codes

Go to the password screen and enter one of the following passwords, then highlight "Accept" and press **A**; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game and you'll have the benefits of the cheat codes as follows:

- Enter the password "FVNKYG1BB0N", you'll be invincible.
- Enter the password "F1SH1NGF0RGVNS", you'll have all of the game's weapons in your inventory.
- Enter the password "F1LLMYP0CK1TS", you'll have infinite ammo for all of your weapons.

AMOK

Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:

Z Z Z C Y X—A new option called "Level Select" will appear at the top of the Options menu, allowing you to choose your starting stage.

X B A B Y X—Invincibility, your energy meter will go down when you get hit, but you'll still be able to play after it runs out.

Y A Y A Y A—Super Rapid-Fire for your Mini-guns (never runs out).

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else, you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASTAL

Restore Energy

During the game, press **START** to pause, then *quickly* tap **Down, R, Up, L, X, A, Y, B, Z, C, Right, Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press **START** to pause the game, then *quickly* press **Up, Y, Left, A, Down, B, Right, C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Secret Mode + 99 Lives

Visit the "Options" menu and press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99.

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". The text in League Mode is mostly in Japanese, but it's not too difficult to figure out how it works. Up to five people can register their names for League Mode play, or you can choose the sixth name which will allow you to play without any records being saved.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings, the easy way is to go to the "Press Start" screen and enter the following code: **Up, Down, X, B, A, Y, C, Z, START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Big Heads

Hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS", then, at the options menu, highlight any option except "*Exit*" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

L—Rotate the playfield clockwise

R—Rotate the playfield counter-clockwise

D-pad—Pan the camera up/down/left/right

Y—Zoom in

X—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press **A, B, Z, X, Y, C**, you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Z, C, X, B, Y**, you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing **Z + C** simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words 'Press Start Button" flashing) and press **A, Y, C, X, B, Z**, you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one player and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, X, Y, Z, C, B**, you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "Option", hold the **R** button and press **START**. A secret 'Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

"URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press **A, B, C, C, C, X, Y, Z, Z, Z**, you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press **START**. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed, some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your opponent.

BLACKFIRE

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**, then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R** button, press **L** to go back through the levels.

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up, Down, Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down** (The L represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yikes!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

BUG TOO!

Flying Mode

Press **START** at any time during the game to pause, then press **L, A, Left, L, Right, Down, Down** and unpause. Now you can fly into the air by holding the **Y** button.

Invincibility

Press **START** at any time during the game to pause, then press **R, Right, A, L, Right, A, Down, Y** and unpause. Now your character is invincible.

Stage Select

Press **START** at any time during the game to pause, then press **L, A, Z, Y, Left, Right, A, Down, Right, L**. A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "flying" cheat or skip to any stage, including the bonus rounds.

CHRISTMAS NIGHTS

Date and Time Codes

The *Christmas NiGHTS* limited edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the **L** and **R** buttons and press **RESET** on the machine, the System Settings menu will appear without having to load the CD menu when you exit, you'll go right back into the game. This comes in handy when testing out some of the *Christmas NiGHTS* features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard *NiGHTS* settings. You'll also see Claris and Elliot's clothes change depending on the season.
- Enter the date April 1 to play as Reala. This will also add a new option to the Presents menu that will allow you to play as Reala whenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game, set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a

T&T Anime



Yes, it's another issue of *Tips & Tricks* and another episode of Manga Video's up-to *Street Fighter II V* series based... This is the sixth tape in the se... features episodes 16 through 19 of... the original Japanese TV series fea... ring characters from Capcom's fa... mous fighting games. If you thought ...'d get sick of these tapes by now, ... wrong, they're getting ... better as the series progresses! Sev... our staffers agreed that Ve... the best tape in the series ... due to a corny ... Ken and Vega ... so dramatic and suspenseful, it



M. Bison cackles with glee as Ken and Vega very nearly kill each other.



A draw, for with Ken in critical ... Chun-Li tries to get a leg-up on Bison...

time of year when there's snow in the game, you can change the snow to different items as follows

- At 9:00 AM the snow changes to crescent moon shapes
- At 12:00 PM the snow changes to purple gems
- At 3:00 PM the snow changes to falling candy
- At 6:00 PM the snow changes to sparkles
- At 9:00 PM the snow changes to star shapes
- At 12:00 AM the snow changes to red hearts

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Y, Z**

Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list.

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu, then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option, then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden 'Mini-Games Corner" menu, where you can choose to play seven freaky sub games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up, A**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose any stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes. As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad **Left, Right**—Move the boss left or right
D-Pad **Up, Down**—Move the boss closer or farther away
Z, C—Move the boss up or down
A, B, Y, L, R—Make boss noises
X—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

D-pad **Left, Right**—Make the boss face left or right
A—Make the monkey beat his chest
B—Pick up Pepperouchau and slam him to the ground (if you're close enough)
C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs", you'll find a new option called "Edit Frat" that allows you to change the letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match up...", enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**
Max Power—**C, Down, C, Right**
Power Up Goaltending—**Down, Down, Down, Up, Up, Up**
Power Up Fire—**Left, Right, Left, Right, Up, Down, Down**
Power Up Turbo—**Down, C, Down, Down, Up**
Power-Up Offense—**Right, Up, Down, Down, Up**
Power-Up 3 Pointers—**Up, Up, Up, C, C, C**
Power-Up Dunks—**Down, Up, Down, Up, Down, Up**
Power-Up Push—**Up, C, Up, B, Up, Up**
Push an opponent and both fall—**Up, Left, Left**
Push an opponent and only his teammate falls—**Down, C, Down, C, Down, C**
Teleport Pass—**Right, Right, Right, Up, Up, Up**
High Shots—**Up, Up, Up, Up, Up, Up, Down**
Speed-Up—**Right, Right, Right, Right, Right, Right, Left**
Display shot percentage—**Up, Up, Up, B, B, B**
Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

COMMAND & CONQUER

Power Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:

Nuclear Strike—**A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A**
Ion Cannon—**A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B**
Air Strike—**A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C**
Extra $5,000—**Right, Left, A, B, C, Z, Y, X, Right, Left**
Reveal Entire Map—**Up, Down, Right, Left, A, Up, Down, Right, Left, A**

CRIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "J A W" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage.

Vertical Screen

At any time during game play, hold **L + Y** and press **X** to rotate the screen 90° from its standard horizontal position, or hold **L + Y** and press **Z** to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold **L + Y** and press **B**.

CRUSADER: NO REMORSE

Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "L 0 S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press **A + B + C** to refill your health and energy or **X + Y + Z** for 2,000 extra credits, all of the items and all of the weapons with ammo.

"Mama's Boy" Passwords
Mission 5—T D 5 5
Mission 10—X 5 G Z
Mission 15—J F M 4
Secret "Realtime" Mission—L R T N

"Weekend Warrior" Passwords
Mission 5—V D 5 5
Mission 10—Z 5 G Z
Mission 15—K F M 4
Secret "Realtime" Mission—M R T N

"Loose Cannon" Passwords
Mission 5—W D 5 5
Mission 10—0 5 G Z
Mission 15—L F M 4
Secret 'Realtime" Mission—N R T N

"No Remorse" Passwords
Mission 5—X D 5 5
Mission 10—1 5 G Z
Mission 15—M F M 4
Secret "Realtime" Mission—P R T N

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold L and press **X, C, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X** then press **Z, C, L, B, Left, R, L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal."

DAYTONA USA

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

DECATHLETE

Tumble Racing

In the 100 Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left, Right, Left, Right, X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.

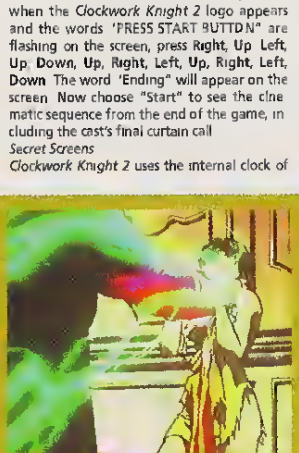
Hop On One Leg

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up, Left, Down, Right, X**. When the race starts, your athlete will start to run; then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

DIE HARD ARCADE

Hyper Deep Scan

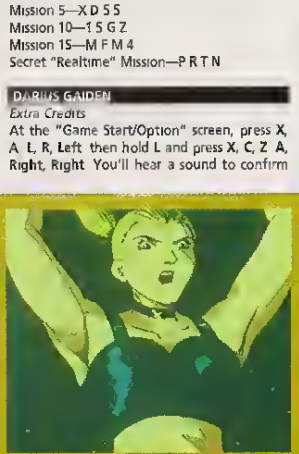
At the main title menu, highlight "Deep Scan", hold **X + Y + Z** and press **START**. When you enter the *Deep Scan* mini-game, you'll see



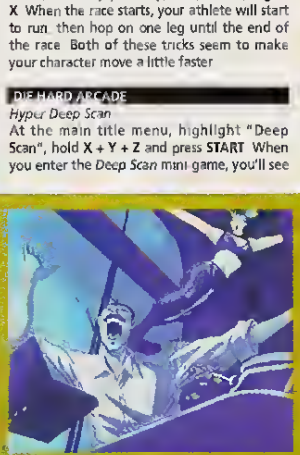
but the evil electricity she courses through his body is too much for her.

actually stretches out for most of the length of this 90-minute tape. Watching the fight are Chun-Li—who has been drugged into a stupor by Vega—and M. Bison, whose eyes glow with sickening delight each time Vega is drawn. There's also a subplot involving Chun-Li's father, a police officer who has become an obstacle in Vega's path.

[illegible]'s episodes' ten volumes [illegible] English-dubbed version [illegible] subtitled edition). For more information, contact Manga [illegible] 751-1000 and tell them you read about it in *Tips & Tricks*!



Lin-Fei appears as a hired assassin with a deadly mission.



The cliffhanger ending: Will Cammy kill Chun-Li's father?

that the logo now reads "*Hyper Deep Scan*" This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time You can't earn extra credits to play *Die Hard Arcade* in this mode, either

DOOM

Cheat Codes

Press **START** during the game to pause, then enter any of the following cheat codes

- All Powerful Mode—**Down, Y, X, R, Right, L, Left, B**
- Lots of Goodies (weapons & ammo)—**B, Y, X, L, R, C, X, Z**
- Map All Lines On—**B, B, C, Left, B, B, C Right**
- Map All Things On—**B, B, C, Right, B, B, C, Left**
- Level Warp—**Right, Left, Z, R, Z, L, Z, C** (when the Level Warp menu appears, choose any stage and press C to warp there)

EARTHWORM JIM 2

Cheat Codes

Press **START** to pause the game at any time during play, then enter one of the following codes and unpause to activate the cheat

- Refill Energy—**Left A Z, Y, Down, A, Y, Down**
- Refill Ammo—**A, Up, Down, Right, Right, Left, X, C**
- Nine Extra Lives—**Y, A, Right, Down, Down, A, Left, Right**
- Mega Plasma Gun—**C, A, Right, Right, Up, Down, Up, Left**
- 3-Finger Gun—**Down, A, Up, B Right, Right, C Right**
- Barn Blaster—**Y, A, X, Up, Right Right, Left, Up**
- Homing Missile Gun—**Y, A, Up, X C, Left, Y, Up**

F1 CHALLENGE

Change Starting Position

Start a game in Arcade mode Immediately after you choose your car you will be asked if you want Automatic or Manual transmission Highlight the transmission type you want, then choose it by entering one of the following codes, when the race starts, you'll be in the position you chose

First Place—Hold L + X + Y + Z and press **START**
4th Place—Hold L + X + Y and press **START**
7th Place—Hold L + X + Z and press **START**
10th Place—Hold L + X and press **START**
13th Place—Hold L + Y + Z and press **START**
16th Place—Hold L + Y and press **START**
19th Place—Hold L + Z and press **START**
22nd Place—Hold L and press **START**

Change the Number of Laps

As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes When the race starts, the number of laps will be set to the number you chose as follows

1 Lap—Hold R + X + Y and press **START**
2 Laps—Hold R + X + Z and press **START**
3 Laps—Hold R + X and press **START**
4 Laps—Hold R + Y + Z and press **START**
5 Laps—Hold R + Y and press **START**
6 Laps—Hold R + Z and press **START**
7 Laps—Hold R and press **START**
9 Laps—Hold R + X + Y + Z and press **START**

FIGHTERS MEGAMIX

Access Hyper Mode

Fight your way through Survival Mode, winning at least two fights in the two-minute trial, at least six fights in the seven minute trial and at least 11 fights in the 15-minute trial Now go to the Options Plus menu and you'll find the Hyper Mode option

Infinite Health & Stage Select

After playing 500 games, go into the Options Plus menu and you'll see three more options, you can choose a caged or non-caged arena and you'll be able to give either player infinite health

Play as the AM² Palm Tree

Method 1: Clear all of the single-player courses with five different characters Play 1,000 games and then choose course I, you'll be playing as the palm tree

Method 2: Play the game for 84 hours Then, choose Kuma with the Z button and you'll fight as the tree

Play as a Slab of Meat

Simply turn the Saturn on with *Fighters Megamix* inside 29 times (or reset the game and reload it 29 times) Then start a game, highlight Kuma at the character-select screen and press X The meat's moves are almost identical to Sanman's

Afterburner Cameo

When fighting in two player mode, if the B Mahler stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear If you do this correctly, the F-14 jet fighter from Sega's *Afterburner* games should fly over the ring

GALAXY FIGHT

Boss Code

Highlight "Vs Mode" at the main menu, then press and hold L, R and Y on *both controllers* While holding those six buttons down, press **START** on Controller 1 When the character select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden

GAME SHARK

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software the operating system refuses to recognize an import disc as a CD-ROM and the game will not load With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements Now hold down the X, Y and Z buttons and press START, the game will magically load just as if it were being booted on a Japanese Saturn

GEX

Password

Final battle with Rez—C Z Y D R H Y P

Stage Skip

At any map screen, press **START**, then, while the game is paused, hold the R button and press **START, Right, Right, Down, Right, Up, L, A, Left, Left** All of the stages on the current map screen will be opened

Cheat Codes

While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:

99 Lives— Hold R and press **Up, Up, Down, Right, A, Down**
Invincibility— Hold R and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**
Super Speed— Hold R and press **Right, X, L, Right, A, Down, START, Right, Right, Down**
High Jump— Hold R and press **Down, Up, START, Right, Right, Down, L, Right, START**
Fire Shots— Hold R and press **C, Up, Right, Right, Y, B, Up Right, Up**
Ice Shots— Hold R and press **Right, Y, Right, Down Right, Right, B Left Up Right**
Electric Shots— Hold R and press **Down Up START, Right, Right, Z, A, START, START, Right, Right**

GHEN WAR

Cheat Mode

During the game, press and hold the **START** button, the status menu will appear You must continue to hold the **START** button while entering the following code: **A, R, Down, Right, Up, A, L** Now release the **START** button and press it again to return to the game, you'll see that you are now invincible and you have an infinite supply of all the weapons in the game.

GOLDEN AXE: THE DUEL

Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly Here's how it works When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press **START** to pause the game, then press the L button A small menu will appear that allows you to choose the fighters for the next battle Select your characters, then hit **L** again and unpause the game After the point tally, the game will go to the loading screen, then you'll go straight into another match with the characters you chose

GRID RUNNER

"All Flags" Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen If there is already a password entered, press **R** to clear it first; otherwise, enter the password **↓ Y → A → ↑ → B A ↓** and press **START** to confirm Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual number

"Free-For-All" Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen If there is already a password entered, press **R** to clear it first; otherwise, enter the password **↑ Y A → ↑ Y E ↓ → ↓** and press **START** to confirm Now start the game and you'll find that neither player is "it" and you can both capture flags at any time

Grid Racing Mode

Choose "Restore Game" from the main menu, then access the "Enter Password" screen If there is already a password entered, press **R** to clear it first; otherwise, enter the password **A Y → X → ↑ ↓ Y → ↓** and press **START** to confirm Now choose "Two Player Start" from the main menu At the two player world select screen, you'll find three new worlds called "Grid Race 1" through "Grid Race 3" Choose one of these worlds and you'll be playing as race cars, cross the finish line on each lap to capture a flag

See the Ending Credits

Access the "Enter Password" screen, enter the password **A Y A → ↓ Y ↑ → → A** and press **START**

GUARDIAN HEROES

Cheat Mode

To access a Debug feature choose "Option Mode" from the title screen When the Options menu appears, highlight "EXIT" and hold the **X, B** and **Z** buttons Here's the tricky part While holding those buttons down, press and continue to hold **Down** on the D pad, then quickly tap the A button while the "DIP Switch" option is highlighted Note that you must tap the A button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the A button immediately after you press it, before the DIP Switch menu appears If you've done this correctly, you'll find three new options at the dip switch menu Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level Best of all is the "Debug" option, turn this on to gain access to the following features

- A "Test Mode" option will appear at the Options menu, this allows you to see any of the game's seven different endings
- In Story Mode, when the character set-up menu appears, your character will have a level of 200, you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
- In Story Mode, a stage-select menu will appear after you choose your character
- In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and pressing **Up** (If you hold **X+Y+Z** and press **Down**, you'll die instantly.)
- In Story Mode, you can skip to different scenes using the following commands

Hold R and press **START** to skip ahead one event
Hold **R+A** and press **START** to skip ahead two events
Hold **R+B** and press **START** to skip ahead three events
Hold **R+C** and press **START** to skip ahead four events
Hold **L+R** and press **START** to skip back one event
Hold **L+R+A** and press **START** to skip back two events
Hold **L+R+B** and press **START** to skip back three events
Hold **L+R+C** and press **START** to skip back four events

- In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game
- In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works, if an enemy touches the box, it registers a hit If you pause and tap L a second time, the boxes will be three-dimensional Pause and tap **L** a third time to remove the boxes
- If you have both the 'Debug' and the 'Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points

GUNGRIFFON

Cheat Codes

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white Each of these codes ends with the **START** button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it, the game will then return to the main title screen so you can enter another cheat All codes should also be entered quickly

Invincibility—**Left, Right, B C, C, START** Entering this code will make you invincible
Stage Select—**Y, Y, A, Y, Y START** With this code in place, you'll be able to choose any stage in the Main Game
Infinite Jumping Ability—**Up Right, Down, Left, Z, START** This code disables your mech's jump meter The jump energy will never be used up, so you can jump as often as you like
Infinite Ammunition—**B, B, B, C, START** This code gives you infinite 120mm ammunition for your main gun, the weapon status window will always show 80 rounds remaining no matter how many times you fire
See the Ending—**Down, Up, Right, A, Left START** Enter this code, then choose "Main Game" to see the ending sequence
Tackle Attack—**Right Right, B C, A, START** This cheat code allows you to attack your enemies by running into them However, your mech will take damage if you use this attack
Double Hit Points—**X, Y, Z, Up, Down, START** Your initial hit points will be doubled This code also doubles your maximum hit points
Turret Lock—**B, B, B, Up, C, START** If you rotate your mech's turret, the turret will not automatically return to the forward position when you release the L button
Change Height—**Down, Left, C, C, START** When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2 Press **Z** on Controller 2 to go up, **C** to go down or **A** to reset to the default height.
Disable Targeting Cursor—**Left Right, C, A, START** This makes the game more difficult by disabling your mech's targeting cursor
Disable Radar—**B, B, B Down, C, START** This makes the game more difficult by disabling your mech's radar systems
Hard Mode—**Down, C, C, A, START** This makes the game much more difficult your enemies will shoot at you more aggressively

HANG ON GP

Access All Courses

Access the Option menu and highlight any Icon Next, press **B** to return to the main menu, then press **R, R, L, R R** on top of the controller, you'll hear a xylophone sound to confirm the code Now you can race on the previously unavailable courses without having mastered the first three

HEXEN

Cheat Menu

During the game, press **START** to pause, then put the cursor on "options " and press **Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up Down C, B** Now access the "Miscellaneous Options" menu from the "Game Options" screen, you'll find a new option called "Cheat " From here, you can turn on invincibility ("God Mode"), walk through walls (turn "Clipping" off), warp to any stage or access over a dozen other cheat options

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons

and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **L**, **R** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **B** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the **Y** button to get a pop-up window with an overhead view.

THE HORDE

Cheat Codes

Press **START** to pause the game, then enter any of the following cheat codes. The effects will appear when you press **START** to unpause.

Invincibility—**B, Up, Right, Down, A, Down, A, Right**

Double speed—**B, Right, A, B**

Infinite continues—**A, Down, Right, A, Down**

Show entire map—**Left, A, Up, Down, B, A, A, B**

30,000 Crowns (money)—**Left, A, A, B, Left, A, Right, Down**

All Items available—**B, Right, A, Left, Left, Down, Right, A, A, Left**

Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**

Skip to Next Level—**Down, A, Left, Left, Down, A, A, Right**

Watch all video scenes—**Right, A, Left, Left, A, Up, B**

IMPACT RACING

Cheat Passwords

Enter any of these cheat codes at the Password entry screen to get power ups or other effects.

I AM IMORTAL—Infinite shields

ALL TOOLEDUP—Access all weapons

LOADSOFSTUFF—Infinite weapons

BONUS LEVELS—Play all of the bonus stages in succession

RABBITBADGER—Adds a "Skip Level" option to the "Pause" menu

ENDGAMELEVEL—Warp to the game's final stage

JOURNEYS END—See the end sequence and credits

IRON MAN/X O MANOWAR IN HEAVY METAL

Passwords

Enter one of the following passwords to start in the game's final stage with your armor, boost, wweapons and lives maxed out.

One-Player Mode—

C04A77077777777777777777777

Two-Player Mode—

C02A77X7777777777777777777

IRON STORM

Cheat Code

When the status screen appears that shows the date before you begin your turn, press **Up, Down, Up, Down, L, A, Z, Y**, you'll hear a trumpet fanfare to confirm the code. Now start your turn and you'll find that you can use the "Make" or "Allocate" commands on any location on the map.

Multiplayer Campaign Mode

When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd Test" option and set the BGM to "**S UK**". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the **C** button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game.

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the **A** button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that bettle.) Still don't know what "Ruiseki" means.

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something. If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, START**

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK = Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START**. You'll hear a sound to confirm the code. Now start the game, at any time during play (on any table) hold the **X** button and press **Up**, you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows:

00—Multiball
01—Roman Triumph
02—Retiarius
03—Bloody Arena (Two-Ball)
04—Chariot Races (Three-Ball)
05—Extra Ball Lit
06—Senator Mystery Lit
07—SPQR
08—Thracians
09—Empire
10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh... sorry.

To remove the numbers from the screen, hold **X** and press **Down**, while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

THE LEGEND OF OASIS

Two Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press **Z** to open the Weapon Select window, then hold the **L** button and press **X**. A duplicate of Leon will appear, he's controlled by Player 2. To get rid of him, just enter the code again.

LOADED

Cheat Menu

During the game, press **START** to pause, then highlight the "BGM Volume" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete): **L, Z, B, X, C, R**. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing **L** at the pause menu.

MACHINE HEAD

Cheat Passwords

Choose "Restore Game" from the main menu and select the "Enter Password" option. Now enter any of the following passwords to activate different cheats:

HMEHM HSD9D MDQFX—Infinite Energy

HMEHM HSDVD -ONMR—Infinite Weapons

KDUDK 9RDKD BSHNM—Level Select

--GHO STMOD EON---—Ghost Mode

RDS-K KSGDB GD-SR—Activate all of the above cheats

ABCDE FGHIJ KLMNO—Deactivate all active cheats

MADDEN NFL 97

Secret Teams

Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press **C**, then press the **B** button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams.

Cinematics Menu

Turn the Saturn on and hold the **L** or **R** button while the game loads. After the copyright screen, you'll get a "Cinematics" menu that lets you see any of the game's cinema scenes.

MAGIC CARPET

Cheat Mode

Choose "Options" from the main menu, then highlight the "Sound Test" option and use the **A** or **C** button to listen to the following sounds in order: 11, 31, 15, 5, 26 and 22. The word "Cheat!" will appear at the top of the screen and a "Level Number" option will become available. Choose a starting stage, then return to the main menu and select "Continue Game" to warp to the stage you chose. With the cheat code in place, you can also access the following features during the game:

Access All Spells—Pause the game and press **X**
Clear Current Level—Pause and press **Y**
More Mana—Pause the game and press **Z**
Kill All Creatures—Pause and press **A**
Destroy All Players—Pause and press **B**
Heal—Pause the game and press **C**

MANX TT SUPERBIKE

Access Superbike Mode

At the main menu—the one that says "Arcade/Saturn/Time Trial" etc.—press **X + Y + Z + L + R** simultaneously, you'll hear a shout to confirm. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Trial modes.

Sheep Mode

Choose any game mode. When you are asked to select your transmission type, press **Up, Up, Down, Down, Left, Right, Z, Y**, you'll hear a sheep say, "Baaa!" (Note: When playing in Arcade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike—and all of your opponents—have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

MEGA MAN 8 ANNIVERSARY COLLECTOR'S EDITION

View Animation

At the main menu, highlight "Bonus Mode", hold the **L** and **R** buttons and press **START**. When the Bonus Mode menu appears, you'll find a new option called "Animation" that allows you to see any of the game's animated intermission scenes.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.) Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins, your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu, when the options menu appears, hold **L + R + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease just by pressing one of the following buttons when "Finish Him/Her" appears.

- Fatality 1—Press **Z**
- Fatality 2—Press **C**
- Animality—Press **B**
- Friendship—Press **Y**
- Brutality—Press **X**
- Babality—Press **A**

MR. BONES

Stage Select

At the Start/Options screen, press **R, L, R, R, L, R, L, L, R, L, R, R**. A stage-select menu will appear, highlight the name of any stage and press **A** to warp to it.

NBA JAM EXTREME

Secret Teams

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line ups, rookie teams and even a "celebrity" squad featuring Newt Gingrich.

Random Select

At the team select screen, hold **Up** and press **R** to choose a random team. Once your team has been chosen, you can hold **Up** and press **R** again to choose two players at random.

Stealth Select

At the team select screen, hold the D-pad **Down** and press **R**. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team select menu appears, enter any of the following codes to get different tricks in effect:

Landmine Mode—**X, X, X, Z, X, X**
Fumbles—**X, X, X, L, X, X**
No Fumbles—**X, X, X, R, X, X**
Constant Turbo—**X, X, Y, Y, X, Y**

Crappy Team—X, X, Y, R, X, Y
Big Players—X, X, Z, Y, X, Z
Small Players—X, X, Z, Z, X, Z
Shadow Players—X, X, Z, L, X, Z
Long Range (allow 100-yard throws and kicks)—X, X, Z, R, X, Z
Super Slow Motion—X, X, L, Z, X, L
Super Fast Game—X, X, L, L, X, L
Super Team—X, X, R, Y, X, R
Super Slippery—X, X, R, Z, X, R
Short, Fat Players—X, Y, Z, Y, X, Z
Tall, Skinny Players—X, Y, Z, Z, X, Z
Eight Downs per Series—X, Y, L, Y, X, L
Activate All Possible In Game Cheats—X, X, R, R, X, R
Secret Teams
At the team select menu, press L, Y, R, R, L, R. This code adds over 100 secret teams to the available choices

NHL ALL-STAR HOCKEY

Crazy Codes
To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.
• Press L+R during the national anthem for giant players.
• Press A+B during the national anthem for short players.
• Press A+Y+Z during the national anthem for upside-down players.
• Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
• Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)
Player Power-Up
To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up, you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category, you can create a whole team of superhuman players.

NHL POWERPLAY '96

Secret Team
At the main menu, choose "New Game" or "Quick Start", then quickly hold A + Y + C before the screen fades to black. Continue to hold the buttons down until the team select menu appears, when it does, you'll find a powerful new team with a 99 rating, the Red Army.

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed
At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.
Secret "Appendix" Menu
Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top secret menu with tons of cool options as follows:
• "Turbo" and "Auto Guard" allow you to disable the in game speed and guard prompts that appear before each battle, if you set "Turbo" to "On", you'll always play at the setting you chose at the Option Mode menu.
• "Max Round" lets you change the round counter from three to one or five.
• "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
• "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
• Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
• "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
• "BGM Test" lets you hear the game's music.

OFF WORLD INTERCEPTOR EXTREME

Extra Money
At the Options menu, quickly press A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L. You should hear a voice to confirm the code; now you have extra cash to upgrade your vehicle.

PANZER DRAGOON

Space Harrier Mode
Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser sound, now start the game and you'll play without the Dragon.
Infinite Continues
Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser like sound, you will now have infinite continues.
Invinability
Press START at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.
Stage Select
Press START at the first title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage select menu will appear on the screen.
Level 0
At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.
New Weapons
At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi shot or Z for wide shot.
Dragon-Only Mode
First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button, you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles, only the lock on weapon will work.

PANZER DRAGOON II ZWEI

Radar Change
At any time during the game, if you hold the A button on Controller 2, the radar will change from a top down scanner to a side view radar that shows how high your enemies are from the ground, you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

Secret Video Menu
Start a game of *Pebble Beach*, then hold Right on the D pad, also hold the X and Z buttons and press RESET on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press A or C to start any scene, B brings you back to the menu.

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.
Infinite Lives
At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen. Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

RISE 2: RESURRECTION

Boss Codes
Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.
Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down
Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up
Assault—Right, Up, Up, Right, Down, Right, Up, Up
Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down
Anil 8—Up, Right, Down, Right, Right, Up, Left, Up

SCUD: THE DISPOSABLE ASSASSIN

Stage Skip
At the title screen, hold the D-pad in the Down/Right position, hold Y and press START; you should hear a series of answering machine messages at the next screen. Now start the game, to skip to the next stage, press START to pause and enter the appropriate code as follows:
D-Pad mode—Press L + R simultaneously
Gun Mode—Press the trigger to highlight "Quit", press START, press the trigger to highlight "Yes", press START.

SEGA RALLY CHAMPIONSHIP

Secret Course
At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press Right at the course menu to find the new track when playing in Arcade Practice mode.)
Secret Car
At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press Left find the automatic Stratos at the Arcade car select menu or press Right to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu
Press START at the main menu, then—when the hangar appears—press Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A. A cheat menu will appear with three options.
• LEVEL: Press C to change the level number to any of the game's 25 stages. When you press the B button to exit the cheat menu, enter the briefing room to start at the level you chose.
• "INVUNERABLITY": Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the C button.
• FULL UPGRADES: Press C to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra $50 000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens
Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 999.
99 Lives
Press START at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, START. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.
Expert Mode
Press START at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, START. You won't get any signal to confirm that the code has been entered

Hey there, folks! Guess what time it is? You betcha! It's time for another yet another round of

Tyrone's Killer Kombos

This month, since Tyrone has been whining about the fact that 7 of 8 — one of my most PlayStation fighting games, ever — will not be released in America, we decided to let him show you one of his favorite [illegible] from the Japanese version of the game. Choose [illegible] and follow Ty's instruct[illegible]


...and press Mid twice...


...for the first two attacks...


Continue to hold Block and press High, High...


...for the third and fourth hits.

properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar
Stage Select
Start a game, then press **START** to pause While the word "PAUSE" is on the screen, simply press **A, B, A, B, C** You'll see a number appear in the lower-left corner of the screen, this represents the number of the current stage followed by "-1" To change the number, press **Left** or **Right** on the D-pad Once you've decided which stage you want to play, press the **START** button to warp directly to it

SKELETON WARRIORS

Invincibility
At any time during the game, press **START** to pause, then press **C, Right, A, Z, Y, Left, A, Right Down, B, A B, Y** ("crazy lard baby") When you press **START** again to return to the game, you'll find that your character is now invincible
Infinite Lives
At any time during the game, press **START** to pause, then press **B, A, Down, B, A, Left Down, Right Y, Up** ("bad bald Ryu") When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99 Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives
Infinite Crystals
At any time during the game, press **START** to pause, then press **Left, A, Z, Y, C, Right, A B, B, Y Down, A, Down, Down, Y** ("lazy crabby daddy") When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80 Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower
Stage Select
At any time during the game, press **START** to pause then press **Left Up, C, C, Y, Left, Up, C, C, Y** Press **START** again to return to the game, then hold **A + B + C** and press **START** to reset Now choose "Options" from the title screen, you'll find a new stage-select option called "Test Start" at the top of the menu

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams
At the main menu—the one that says "Exhibition Game/ New Season" etc—press **Left, Right, Up, Down R, L, A Down**, you'll hear a buzzer Now immediately press **Left, Right, Up, Down, R, L, A, Up**, you'll hear another buzzer This code adds two new teams to the available list the 'Left Field" team (starring the game's designers) and the "Monsters" team
Secret Cheats
Just before the game you'll be shown two "Scouting Report" screens, one for each team At the second screen, highlight "Continue" and press **C** or **START**, as soon as the screen starts to fade to black, immediately enter one of the following codes
Big Head Mode Tap the **X** button quickly and repeatedly until the tip-off
Tiny Player Mode Tap the **Z** button quickly and repeatedly until the tip-off
Shot Percentage Indicator Press the **L** button and hold it down until the tip-off
After the tip-off, press the **START** button to pause, then press it again to return to the game you'll find that the code you entered is now in place The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk) This number tells you how likely the shot is to go in

SOLAR ECLIPSE

Cheat Codes
Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen
Invincibility **Right Down, Down, Left Right, A, START, C, A, Left**
Ammo re-supply **Right, Down, Down, Left, START, C, Up, Down**
Scatter weapon **Right, Down, Down, Left, START, A Left, A, Down**
Energy Sponge **Right, Down Down, Left, B, Up START, Y**
Secret undersea level **Right, Down, Down, Left, START, Up, B**
Secret "Corkscrew" level **Right, Down, Down, Left, START, C, Right Up**
Secret "Trench" level **Right, Down, Down, Left, Right, Right, Down, Down**
Secret "Fade to Black" level **Right, Down, Down Left, X, Y, Z, Z, Y**
Secret 'Chowder" level **Right Down Down, Left, Y, Down, Down, Up, Right C**
Secret "Heads Up" level **Right, Down, Down Left, C, Right, A, Z, Y**
Secret "Horde" level **Right Down, Down, Left, C, Up, Down**
Secret "Off-World" level **Right, Down, Down, Left, Right, A, C, Y, C A, Right**

SONIC 3D BLAST

Cheat Mode
At the title screen—while the words "Press Start' are flashing—hold the **C** button and press **START** Now start the game, to use a cheat, just press **START** to pause the game and press any of the following buttons
A—Skip ahead one stage
B—Skip ahead three stages
C—Skip to Panic Puppet Zone Act 3
X—Add one extra life
Y—Add one extra medal
Z—Earn all Chaos Emeralds

STREET FIGHTER ALPHA

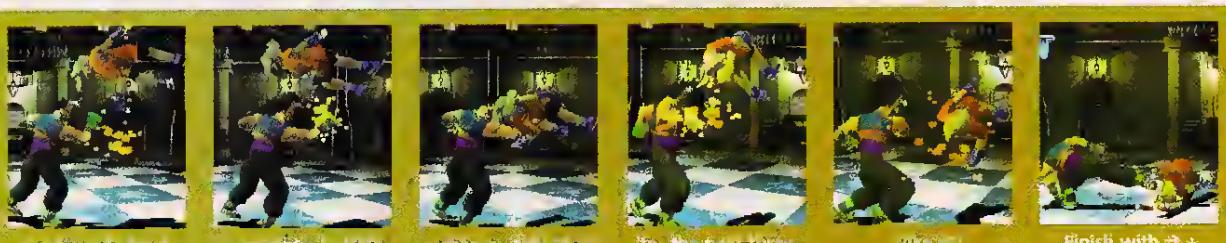
Dramatic Battle
Choose "Arcade Mode" from the main menu and have both players join in Now enter the following codes before the timer expires
Player 1—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up, Up** Now release the top buttons and press **Up, Up** again, then choose Ryu with the Jab button (the default is **X** on the Saturn)
Player 2—Highlight Ken, hold the **L** and **R** buttons on top of the controller and press **Up, Up** Now release the top buttons and press **Up, Up** again, then choose Ken with the Fierce button (the default is **Z** on the Saturn)
When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar
Fight Akuma First
Hold the **L** and **R** shift buttons and press **B** when selecting a character Continue to hold all buttons until the start of the match
Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below All buttons shown refer to the default control configurations
Important note: Each of the following codes must be entered *very quickly* If you can't get a code to work, it's because you didn't do it fast enough, so try again Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**
M. Bison (Player 1)—Hold the **L** button and press **Left, Left, Down, Down, Left, Down, Down**, then **X+Y** simultaneously
M. Bison (Player 2)—Hold the **L** button and press **Right, Right, Down, Down, Right, Down, Down**, then **X+Y** simultaneously
To choose the alternate color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**
Akuma (Player 1)—Hold the L button and press **Left, Left, Left Down Down, Down**, then **X+Y** simultaneously
Akuma (Player 2)—Hold the L button and press **Right, Right, Right, Down, Down, Down**, then **X+Y** simultaneously
To choose the alternate color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**
Dan (both players)—Hold the L and R buttons and press **Y, X A, B, Y**
To choose the alternate-color Dan, press **Y, B, A, X, Y**

STREET FIGHTER ALPHA 2

Extra Sakura Colors
Choose Survival Mode and highlight Sakura at the character-select screen Hold the **START** button for one second, release it, then press **Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Down, Right, Up, Up, Right**. The cursor should be on Ryu Now hold the **START** button for one second and press an action button before you release **START** Ryu will magically change to Sakura This gives you access to six extra color schemes for Sakura (depending on which button you press) for a total of 12 Note to do this on the Player 2 side, the moves are **Up, Left Down, Left, Down Right Down, Left, Left, Up, Right, Right, Up, Left, Up, Right, Right.**
Play as "Classic" Chun-Li
At the character select screen with the "shortcut" turned off, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing START You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged' move
Play as "Classic" Zangief
At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one Sagat, Sodom, Rose, Birdie Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief Now press and hold **START** for one second, then press an action button to choose Zangief before releasing **START** Now Zangief plays the way he did in *Street Fighter II Champion Edition*, no air blocking, no Super moves, but a more powerful Piledriver The D-pad directions for the above pattern is as follows Start at Zangief, then **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down**
Play as "Classic" Dhalsim
At the character select screen with the "shortcut" turned off, highlight Dhalsim, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one Zangief, Sagat, Charlie, Dhalsim Now press and hold **START** for one second, then press an action button to choose Dhalsim before releasing **START** Now Dhalsim plays the way he did in *Street Fighter II Champion Edition*, with no air blocking and no Super moves The D-pad directions for the above pattern is as follows Start at Dhalsim, then **Left, Down, Right, Up**
Play as "Evil" Ryu
At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one Adon, Akuma, Adon, Ryu Now press and hold **START** for one second, then press an action button to choose Ryu before releasing **START** Now Ryu has powers similar to Akuma's The D-pad directions for the above pattern is as follows Start at Ryu, then **Right, Up, Down, Left.**
Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma Now press and hold **START** for one second, then press an action button to choose Akuma before releasing **START** The D-pad directions for the above pattern is as follows Start at Akuma, then **Down, Down, Right, Down, Right, Down, Down, Down, Left, Down Left, Down**
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories If you do this, "Shin" Akuma will appear before the eighth match as the final boss If you lose to him, he will consider you to be inferior and he will not re-appear
Mid-Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters
Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **START** button and one of the Punch or Kick buttons to choose from up to six different winning poses Not all characters have six poses, however

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, B Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen If it doesn't work, it's because you didn't do it fast enough, so try again If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed Now the devil fighter is at your command



SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one player game, you must accomplish five different things

1 Defeat an opponent within one minute in one round

2 Have at least one Super Combo

3 Have a "Max Chain" of 4 or more.

4 Have a "Max Power Gem" of 20 or more

5 Reach Stage 7 without using any continues

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things

1 Never defeat an opponent within one minute in one round

2 Never perform a Super Combo.

3 Have a "Max Chain" of 3 or less.

4 Have a "Max Power Gem" of 18 or less.

5 Use at least one continue before reaching Stage 7

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street Puzzle mode

Akuma (Player 1)—Highlight Morrigan, hold **START**, press **Down, Down, Down, Left, Left, Left**, then **A** or **B**

Akuma (Player 2)—Highlight Felicia, hold **START**, press **Down, Down, Down, Right, Right, Right**, then **A** or **B**

Dan (Player 1)—Highlight Morrigan, hold **START**, press **Left, Left, Left, Down, Down, Down**, then **A** or **B**

Dan (Player 2)—Highlight Felicia, hold **START**, press **Right, Right, Right, Down, Down, Down**, then **A** or **B**

Devilot (Player 1)—Highlight Morrigan, hold **START**, press **Left, Left, Left, Down, Down, Down**, then **A** or **B** (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **START**, press **Right, Right Right, Down Down, Down**, then **A** or **B** (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **START**, press **Right**, then **A** or **B**

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **START**, press **Left**, then **A** or **B**

Anita (Player 1)—Highlight Morrigan, hold **START**, press **Right, Right**, then **A** or **B**

Anita (Player 2)—Highlight Felicia, hold **START**, press **Left**, then **A** or **B**

Stage Select

In Vs Mode, choose your character, then hold **L + R + START** and choose your handicap Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage

Donovan's stage—Press **B**

Hsien-Ko's stage—Press **A**

Sakura's stage—Press **X**

Felicia's stage—Press **C**

Akuma's stage—Press **Z**

Devilot's stage—Press **Y**

Morrigan's stage—Press **Up**

Chun Li's stage—Press **Down**

Ryu's stage—Press **Left**

Ken's stage—Press **Right**

Dan's stage—Don't press any button

TEMPEST 2000

Stage Skip

Play the game until you've beaten the top score of 500,017, then enter the initials "D R L" in the top spot at the high score screen With this code in place, you can skip stages at any time during the game by pressing the **L** and **R** buttons.

THEME PARK

Cheat Code

Choose "Start New Theme Park" from the main menu and enter your nickname as "DEAD" Now start the game, when your park appears press and hold **A + B + C** at any time to make your money increase and to add extra rides and shops to the available choices

THREE DIRTY DWARVES

Stage Select

Choose "Options" from the title screen, then when the option menu appears, press the **L + R** buttons simultaneously to access a password screen Enter the password "MOSHOLU", the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu

TNN MOTOR SPORTS HARDCORE 4x4

Extra Nitro Power Ups

During the game, press **START** to pause, then press **C, Right, A, Z, Y, C, A, Right**. This gives you three extra Nitro boost power ups Note This code will not work unless you have used up all of your nitros

Secret Truck

During the game, press **START** to pause, then press **B, Left, A, C, C, A, Right**. When you unpause you'll be driving the secret black "Mother" truck

Secret Camera Setting

During the game, press **START** to pause, then press **Right, A Left, Left, Y, Down, Up, Left, Left** When you unpause, the default viewpoint will have been changed to a TV-style, multi-camera setting

Tank Mode

When playing in the "Devil's Kitchen" stage, press **START** to pause then press **A, B Right, A, C A, Down, A, B, Right, A** When you unpause, all of the trucks—including yours—will have been changed to tanks

TOMB RAIDER

Stage Skip

During the game, press **START** to pause, then press **Down** and access the passport Turn to the last page of the passport ("Exit to Title") and press **Z, Y, Z, Y, X, X, X, START** you'll hear Lara moan to confirm the code Now press **A**, instead of returning to the title screen, you'll skip to the end of the current stage

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing When the screen appears, enter any of the following codes with the **A, B, C, X, Y** and **Z** buttons quickly before the timer expires

Mileena (700-723) Press **X** seven times, **A** seven times **B** twice and **C** three times

Ermac (964-240) Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times

Classic Sub-Zero (760-520) Press **X** seven times, **Y** six times, **A** five times and **B** twice

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control you'll find them in the middle of the character-select screen

Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up, Right, Right, Left, Left, Down Down** This code must be entered very rapidly, if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R A, X** You'll hear Shao Khan laugh to confirm the code, make sure you hear him laugh twice, because he usually laughs once at this screen anyway Now when the stone-turning menu appears, highlight, "Kombat" and press **Up**, a secret "?" option will appear Press any button to find the secret "Cheats" menu, turn on the "Free Play", "Ermac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above, turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player

VIRTUA COP

Secret Cheat Code

During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up Up Left, Right** You should hear two separate gunshots at different times during the code to confirm Now you'll have access to the "Ranking Mode" from the main menu

You'll also get new surprises at the Option menu, including six additional difficulty settings a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select" With the Gun Select option turned on, you can get any gun at any time during the game, simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons (If you're using a light gun, just pause, then aim outside of the screen and shoot to change weapons) Available guns include a "Special" auto-fire weapon that never runs out of ammo Note If the Gun Select feature does not work, you must access the Saturn's System Settings menu and delete the *Virtua Cop* saved game file from the system memory Once you've done this, reboot the game and reenter the code exactly as described above

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher When you fire the final shot that kills him, quickly press and hold the **X, Z** and **B** buttons Hold them down until the screen changes, instead of starting the next stage, you'll warp directly to the ending sequence

Extra Name Entry Time

At the "Name Entry" screen, shoot at the "bs" (backspace) icon quickly and repeatedly until the timer resets to 99 Now there's plenty of time to enter your initials

VIRTUA COP 2

Warp to File 4

When the Stage Select menu appears, shoot repeatedly at the red arrow that's pointing down from the bottom of the "Beginner" box Keep shooting until the timer runs down and you'll warp to the game's final stage, "Stop the Airship Bomb!"

Character Select

When the name of the file appears at the beginning of a stage, hold the **X, Y** or **Z** button until the game begins to play as your favorite character according to the following legend

- Hold **X** to play as Rage
- Hold **Y** to play as Smarty
- Hold **Z** to play as Janet

Secret Cheat Code

Note This trick will only work if you have a light gun controller such as Sega's "Stunner" gun Plug the gun in as Controller 1 and plug a standard controller into the Controller 2 port Now load the game, when the title screen appears with the words "Press Start Button" flashing, press **Up, Down, Up, Down, A, X, B, Y, C, Z** on Controller 2, you should hear a gunshot to confirm the code Now you have access to a "Free Play" continue setting at the main Option menu You'll also find a secret third option screen with Mirror Mode, Bookkeeping and Big Head Mode options.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press **Down Up Right** then **A+Left** You'll hear a "swish" and you'll be playing as Dural

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu Move the highlight down past the "Exit" option (off the screen) and press **START**, you'll find a hidden Stage Select/Stage Size menu

Alternate Character-Select Menu + Boss Code

When a "Vs" match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**, Dural will be added to the alternate character menu

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right C, Y, L** and **R** at the title screen and press **START**

Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight Akira and press **Down, Up, Right**, then **A + Left** simultaneously To select gold Dural, highlight Lion and press **Down, Up, Left**, then **A + Right** simultaneously Both of these codes can be used by both Player 1 and Player 2

VIRTUA FIGHTER KIDS

Gold and Silver Dural

See the instructions under *Virtua Fighter 2* above

Punch-Out!! Mode

First, beat the game with the difficulty set at "Hard" Once you've done this, start a game in Arcade mode At the character-select screen, hold the **L** and **R** buttons when choosing your fighter When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's *Punch-Out!!* game

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*

VIRTUAL ON

Boss Code

At the title screen—while the words "Press Start Button" are flashing—hold **Up** on the D-pad and press **L + R** simultaneously You'll hear an explosion to confirm the code Now you can choose Jaguarandi at the Machine Select screen, just to the right of Raiden

Alternate Colors

At the main menu, highlight the game mode you wish to play and choose it by pressing the **L** button Now the Mechs have different colors

Secret Colors

At the title screen—while the words "Press Start Button" are flashing—hold **Up** on the D-pad and press **L + R** simultaneously You'll hear an explosion to confirm the code This changes both Raiden and Temjin to a secret, alternate color scheme

Change Camera Angle

During the game, press **X + Y + Z** simultaneously to switch to a different view

WORMS

New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press **C, Z, Z, C, Z, Z C, Z, Z** The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game

X MEN: CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)

At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one second each Silver Samurai, Psylocke, Colossus, Iceman, Colossus Cyclops, Wolverine, Omega Red, Silver Samurai (The movements for this sequence are as follows **Left, Left, Left, Left, Right, Up, Right, Right, Down**) When you stop on Silver Samurai, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously (In the default control configuration, that's **A + C + Z**) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character

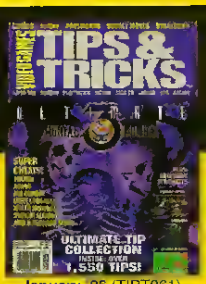
Hidden Character (Player 2 Side)

To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral (The movements for this sequence are as follows **Right Down, Left, Left, Left, Left, Down Right Right**) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above

Screen Width Option

At the Option Mode menu, highlight "Difficulty" and press **Up, Down** ten times A new option called "Screen Width" will appear at the bottom of the menu Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle

BACK-ISSUE CENTRAL



January '96 (TIPT961)



February '96 (TIPT962)



March '96 (TIPT963)



April '96 (TIPT964)



May '96 (TIPT965)



June '96 (TIPT966)



July '96 (TIPT967)



August '96 (TIPT968)



September '96 (TIPT969)



October '96 (TIPT96A)

1996

January - Ultimate MK 3: Virtua Fighter 2, Stakes Winner, Warhawk, Light Crusader (part 2)

February - Marvel Super Heroes: Jumping Flash, Sega Rally, Vectorman, Emmitt Smith Football—Plus FREE Marvel Super Heroes Pinup

March - Samurai Shodown III: Virtua Fighter 2, Virtua Cop, Revolution X, Earthworm Jim 2, Loaded

April - Ultimate MK 3: Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 3, Skeleton Warriors

May - Killer Instinct 2: Donkey Kong Country 2, Alpine Racer, Night Warriors, Pocahontas, Assault Rigs, Johnny Bazookatone, Darius Gaiden, Agile Warrior F-111-X—Plus FREE Killer Instinct 2 Pinup

June - Area 51: Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

July - Street Fighter Alpha 2: Resident Evil, Super Mario RPG, Kirby's Block Ball, Guardian Heroes

August - Street Fighter Alpha 2, Manx TT, Metal Slug: Soul Edge, Sonic the Fighters, Area 51, X-Perts, Golden Axe: The Duel, International Track & Field—Plus FREE Soul Edge Pinup

September SOLD OUT! Virtual On: Tokyo Highway Battle, Shining Wisdom, Over Top, Super Dodge Ball, Time Killers

October - Nights, Tekken 2, Super Mario 64 (part 1)

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

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Genesis tips

ALTERED BEAST

Beast Select
At the title screen, point the D-pad in the **Down/Left** position, hold **A + B + C** and press **START**. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.
Stage Select + Cheat Menu
At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**, when the title screen appears, hold **A** and press **START** to warp to the chosen stage.
Sound Test
At the title screen, point the D-pad in the **Up/Right** position, hold **A + C** and press **START**.

ARCUS ODYSSEY

Act 3 Passwords for All Characters
Jedda Chief: KJCBHNIYXR
Bead Shira: KR0DE2IZX5
Diane Fireya: UXBU2JOOHB
Erin Gashuna: HJKBQYIZPK

ARROW FLASH

Invincibility
At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invinable for 10 minutes.

ASTERIX & THE GREAT RESCUE

Level Passwords
Level 2—INSULA
Level 3—CDNDDR
Level 4—VIENNA
Level 5—AVALON
Level 6—DULCIS

BARKLEY SHUT UP AND JAM! 2

All Barkley Code
Press **START** to pause the game in Exhibition Mode. Highlight QUIT and hit **B** three times. When you resume, all players on the court will be Sir Charles.
Mirror Match
In Exhibition Mode, press **START** to pause and highlight QUIT, then press the **C** button three times. When you resume, your opponents will be your twins.

BATMAN RETURN OF THE JOKER

Passwords
Level 2-2: NWKL
Level 3-1: LGZQ
Level 3-2: GPTW
Level 4-1: GNKF
Level 4-2: KHCN
Level 5-1: QGVN
Level 5-2: W8ZT
Level 6-1: FFHG
Level 6-2: CKQG
Level 7-1: GPZT

BATTLETECH

Passwords
Level 2: STJNNN
Level 3: GR8CHV
Level 4: 8BYLND
Level 5: 8M8RMN
Infinite Ammo: BRN521

BEAVIS AND BUTT-HEAD

Password For Entire GWAR Tickets
X B N E] J D I ~ x s V p G D

BEYOND OASIS

Special Moves
Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.
Flip Slash: Hold **B**, press Forward, Back, Forward and release **B**.
Flash Stab: Forward, Forward, Forward, **B**

BURNING FORCE

Start With Ten Men
At the title screen, press **B, A, B, A, A, C, A, A,** then **START**.

CENTURION: DEFENDER OF ROME

Passwords
To start the game at one of the most powerful levels with 11 consular legions and 35,0000 talents:
TAGY-V6PS-QAAA-AH3K-VKVA-MIE5
To Rule the Empire:
QDUA-YQ25-5555-5SNK-VKXW-IPJI

CHUCK ROCK II

Level and Zone Skip
Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down,** and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.

COMIX ZONE

Invincibility
Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**.
3, 12, 17, 2, 2, 10, 2, 7, 7, 11
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game, you'll see that your energy bar will never go down.
Stage Select
As above, choose the Jukebox and enter the following code by placing the checkmark cursor on each number in order and pressing **C**.
14, 15, 18, 5, 13, 1, 3, 18, 15, 6
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:
1—Episode 1, Part 1
2—Episode 1, Part 2
3—Episode 2, Part 1
4—Episode 2, Part 2
5—Episode 3, Part 1
6—Episode 3, Part 2
Press **START** to exit the jukebox and start the game, you'll start at the stage you chose.
Secret Fart
In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

CRUE BALL

Stage Select/Sound Test
Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing **A, B** and **C** together.

CYBERBALL

Passwords for the San Francisco Hitmen
17th week: UZB8 B5P5 OFDI: Playoff series
18th week: UU8B B5P5 DFII: Playoff series
19th week: USBB B5PS OF3X: Playoff series
Ending: UJ8B 85PS DF41
Password for the Chicago Killers
Ending: CGBB 88F8 B82V

DINOLAND

Mega Bonuses
First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the **B** button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points.

DRAGON'S FURY

Cheat Password
Enter the password "DEVILCRA5H" to start with eight balls instead of the usual three.
Change the Music
Enter the password "DMAKE8GM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.
Start With 99 Balls and 13 Million Points
Enter the password "UFELFO78TL"

DRAGON'S REVENGE

Passwords
Stage 1: LSRCIER
Stage 2: CSARMJM
Stage 3: D5I36KR
Stage 4: ETTS8DL
Stage 5: FT438XR
Stage 6: HV5395S

EARTHWORM JIM

Cheat Mode
With the game paused, press **A+Left, B, B, A, A+Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

EARTHWORM JIM 2

Super Cheat Code
During the game, press the **START** button to pause, then enter the following code while the game is paused: **A, C, C, A, B, A, B, Left**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item.

ECCO THE DOLPHIN

Super Cheat Menu
Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

EL VIENTO

All the Magics
Press **START** to pause the game, then press **Up, Left, Right, Down, C**. Repeat this sequence five more times.
Slow Motion
Press **START** to pause the game, then press **Up, Left, Right, Down, A**.
Stage Skip
Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one.
"Color Bar" Test Pattern
Press **A, B, C** and **START** when the Wolfteam logo appears on the screen.

EVANDER HOLYFIELD'S REAL DEAL BOXING

Green Boxer Password
At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

FATAL FURY

Victory Counter
Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

FLICKY

Bikini Girl
If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

GALAHAD

Cheat Password
Enter the password "LTUS" to start at World One with infinite lives.

GARGOYLES

Secret Messages
Pause the game at any time and press **A, B, Right, A, C, A**, then press **START** to unpause. You'll get a secret message from the creators of *Gargoyles*. If you pause the game and press **A, B, Right, A, C, A, Down, A**, then press **START** to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:
• Press **START** to pause.
• Press **A** to change the configuration of the spheres.
• Hold **Up** to move the spheres closer together.
• Hold **Down** to move the spheres farther apart.
• Hold **A** and hold **Left** or **Right** to flip the spheres horizontally.
• Hold **B** and hold **Left** or **Right** to flip the spheres vertically.
• Hold **C** and hold **Left** or **Right** to rotate the spheres.
To get out of either "message" screen, hold **A + B + C** and press **START**.
Refill Energy
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right**, then press **START** to unpause, you'll hear "Sega!" and your energy meter will be refilled.
Fireball Trick
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right**, then press **START** to unpause, you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing the **A** button.
Stage Skip
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right, A**: you'll hear "Sega!" and you'll immediately skip to the next stage.

GENERAL CHAOS

Secret Cheat Mode
Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time, you'll hear a bubbling sound. Now, while paused, you can access the following features:
Maximum Medics
Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.
Battle Advance
Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.
Full-Scale War Advance
Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2.
These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands, e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

HARDBALL

Fat Pitch
During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Sound Test
On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end.

JAMES POND

Open Exit Door
Hold **C + Left** at the title screen and press **START**. During the game, hold **A, B** and **C** and rotate the D-pad to open the Exit Door.

JENNIFER CAPRIATI TENNIS

New Players
To choose from an all-new line up of 24 tennis champs, enter the password "GRAND SLAM" (enter a period between the two words and fill up the rest of the password with periods.)
Secret Configuration Mode!
Input the password "CDN FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

JUNGLE STRIKE

Super Cheat Passwords
These codes will start you at any mission with ten lives and all of the co-pilots rescued.
RXVWT7456KB—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL45HPG94—Campaign 4
VL456MGCZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7PGCZJYK34X—Campaign 8
NCZJFD38R67—Campaign 9

MARIO LEMIEUX HOCKEY

Change Team Skills
Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

MEGA TURRICAN

Stage Skip

Pause the game, press **Right, Left, Down, Right, B** and unpause

MICRO MACHINES

Super Cheats

Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to earn infinite lives

Press **Up, Down, A, B, Left, Right, C** while paused for a faster vehicle you'll notice a higher top speed

Press **Left, Right, Left, Right, Up, Down, START, Down** while paused for a higher difficulty level

Press **Left, Down, Up, Down, Right, Down, A, Down** while paused for a much higher difficulty level

Press **A, Up, B, Down, C, Left, START, Right** while paused for extra traction/better handling

Press **C, Up, Left, Right, A, B, A, C** while paused to give you extra crash power (When you crash into another car you'll send it halfway across the screen)

MLBPA SPORTSTALK BASEBALL

Easy Out

If the computer team has men on second and third or bases loaded press the B button and throw the ball to third base, then quickly throw to first You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off

MORTAL KOMBAT

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc Press **A, B, A, C, A, B, B** You'll hear Scorpion say, "Get over here!" as the letters turn blood-red You've just activated "Mode A," with all fatalities and blood effects intact

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down, Up, Left, Left, A, Right, Down** A third menu item called "Cheat Enabled" will appear Highlight this new option and press **START**, you'll get a hidden configuration menu

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press **Left, Down Left Right Down Right, Left, Left Right, Right** A new menu option called "Test Modes" will appear The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more

Fergality

At the Test Modes menu, set the Background to 5 and turn on the "Oooh, Nasty!" option Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away, Away Away, Block** That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*

MORTAL KOMBAT 3

Endurance Mode

At the main menu, highlight the words "Start Game" hold the **A** and **C** buttons and press **START** You'll get a hidden character-select screen in which up to four players can choose up to eight fighters for an Endurance match

Secret Cheat Menus

At the main menu, press **A, C, Up, B, Up, B, A, Down** A new menu item called 'Cheats' will appear Choose it and you'll get a secret menu with several new options "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button

Also at the main menu, press **B, A, Down, Left, A Down, C Right Up Down** Another new menu item called "Secrets" will appear The "Timer" option allows you to change the speed of the game clock or switch it off "Win Screen" lets you see the ending of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game

Another cheat code that can be entered at the main menu is **C, Right, A Left, A, Up C, Right A Left, A, Up**, which gives you a "Killer Codes" menu "Quick End" lets you perform fatalities, babalities, etc with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally (For example, the sequence for Jax's normal Friendship move ends with the **LOW KICK** button If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The 'Smoke" option activates Smoke as a playable character and 'Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game, hold any button after you lose your last ship to see some statistics about your performance

NBA HANGTIME

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts

ABA Ball—**Hold Right**, press **A, B, C**

Rooftop Court—Press **Left, Left+B, Left, Left+B**

Hawaii Court—Press **B, A, Right, Right, A, C, Up, Down, A**

No Drift—Press **Down, Down, B, A**

Comp Assistance Off—**Hold Right**, press **C, C**

In addition to the above codes, the following power-ups can be activated by using the **A, B** and **C** buttons to change the numbers at the bottom of the screen as follows

Tournament Mode—111
Fast Pass—127
Max Speed—284
No Pushing—390
Hyper Speed—552
Max Block—616
Max Steal Ability—709
Max Power—802
Goaltending Allowed—937

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows

Bill Clinton Enter AR, highlight K hold **START** and press **A**

Al Gore Enter NE highlight T, hold **START** and press **B**

George "P Funk" Clinton Enter DI, highlight S, hold **START** and press **C**

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match Up"

Show Shot Percentage Press **A** then press and hold **A, B** and **Down** until the tip-off

"Juice Mode" Press **A** 13 times, then press and hold **B** and **C** until the tip off

Power-Up Intercept Rotate the D pad 360° and press the **B** button 14 times

Power-Up Defense Press **A** five times

Power Up Turbo Press **A** 13 times then press and hold **A, B** and **C** until the tip off

Power Up Fire Press **B** seven times, then press and hold **B, C** and **Up** until the tip off

Power-Up Dunks Rotate the D-pad 360° and press the **B** button 13 times

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot) Highlight "G", press **A** highlight "O", hold **START** and press **B** highlight "R", hold **START** and press **B**

Benny (team mascot) Highlight "B", hold **START** and press **B** highlight "N", press **A** highlight "Y", hold **START** and press **C**

Hugo (team mascot) Highlight "H", press **A**, highlight "G", hold **START** and press **C**, highlight "O", hold **START** and press **A**.

Crunch (team mascot) Highlight "C" hold **START** and press **A** highlight "R", hold **START** and press **B**, highlight 'N' press **A**

Bill Clinton Highlight "C" hold **START** and press **A** highlight "I" press **A**, highlight "C", hold **START** and press **B**

Hilary Clinton Highlight "H", press **A** highlight "C", hold **START** and press **B** highlight ■ (the space character), press **A**

Prince Charles Highlight 'R" hold **START** and press **B**, highlight "O", hold **START** and press **A**, highlight "Y" press **A**

Secret Power Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip off

Display Shot Percentage **Up, Up, Down, Down, B**

Quick Hands **Left, Left, Left, Left, A, Right**

Max Power **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending **Right, Up, Down, Right, Down, Up**

Powerup Fire **Down, Right, Right, B, A, Left**

Powerup Turbo **B, B, B, A, Down, Down, Up, Left**

Powerup Offense **A, B, Up, A, B, Up, Down**

Powerup 3 Pointers **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks **Left, Right, A, B, B, A**

Powerup Push **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

Speed Up **Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court **A, A, A, A, A, Right, Right, Right, Right, Right**

NBA LIVE 95

NBA Golf?

Start an exhibition game and choose teams Go to the player selection screen and push **Up** on the D-pad The words "Player 1" will change to 'Start New" Press **START** to get to the password screen On the password screen type in "REFLOG" (That's GOLFER spelled backwards) You'll get a playable demo of a golf game

OUTLANDER

Level Passwords

Level 1 FYBY1QZFQ240Q0
Level 2 B9D020JCYY8CZ8
Level 3 P69HOSK7YCKCX
Level 4 TZZY2159Q9YK80

OUTRUN

Cheat Menu

At the first title screen, press **START**, then press **A** 11 times, press **B** three times and press **C** eight times Now visit the Options menu, you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom The Mode number works as follows

Mode 1 You can drive through your opponents' cars without collisions
Mode 2 You can drive even after the timer runs out
Mode 3 Combines Modes 1 and 2

PAC-MAN 2 THE NEW ADVENTURES

Original Pac-Man and Pac Jr

Enter the code **PCMNORG** at the password screen to play the original *Pac-Man*

Enter the code **PCJRDPW** at the password screen to play *Pac Jr*

Sound Test

Enter **SO*NDTP**

Pattern Test

Enter **P*TT*RN**

Time Trial

Enter **TR**LMP** for the Time Trial

(Note * represents the Pac Man symbol)

PETE SAMPRAS TENNIS

New Options

Choose World Tour and choose a player but do not enter your name Now go to the password screen and enter the word "ZEPPELIN," then choose "End" Now the Game Options Menu has two new menu options "Crazy" and 'Huge Tour"

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles* If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels

SONIC 3-D BLAST

Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press **B, A, Right, A, C, Up, Down A** The main menu will appear even though you have not pressed the **START** button Choose "Start" from the main menu, the Level Select menu will appear You can choose any stage including the Tails and Knuckles bonus rounds With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the **A** button to warp to the next stage

SONIC SPINBALL

Stage Select

Choose "Options" from the title menu, then—when the Options menu appears—press **A, Down, B, Down, C, Down, A B, Up, A C Up B, C, Up**, you'll hear a fanfare to confirm the code Now return to the title menu and enter one of the following codes

- Hold **A** and press **START** to warp to the "Lava Powerhouse" stage
- Hold **B** and press **START** to warp to "The Machine' stage
- Hold **C** and press **START** to warp to the "Showdown" stage

STREETS OF RAGE

Stage Select/Extra Lives

Highlight "Options" at the main menu, hold **Right + A + B + C** on Controller 2 and press any button on Controller 1 When the Options menu appears, you'll find two new settings at the bottom of the screen "Players" allows you to start the game with up to seven lives In reserve and "Round No" lets you choose a starting stage

STREETS OF RAGE 2

Stage Select + More

Highlight "Options" at the main menu, hold **A + B** on Controller 2 and press any button on Controller 1 When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve

ULTIMATE MORTAL KOMBAT 3

Secret Cheat Menus

At the main menu—the one that says "Start Game/Options"—press **A, C, Up B Up, B, A, Down** You'll hear Shao Kahn say, "Excellent!" and three new options will appear

VECTORMAN

Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, B, A** You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon

VECTORMAN 2

Stage Select/Sound Test

Press **START** at any time during the game to pause, then press **Up, Right A B, A Down, Left, A Down** When you unpause, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens the bonus rounds and even a special testing stage called "Ron's Test Level"

VIRTUA FIGHTER 2

Boss Code

At the character-select screen, hold **Left** or **Right** on the D-pad (or **Right** if you're Player 2) The cursor will cycle quickly through the available fighters After a few seconds, the announcer will say, "Five four three two—one..." then you'll hear a metallic sound Dural is now a playable character, you'll find her just to the left of Akira (or to the right of Jacky)

VIRTUA RACING

Backwards Tracks

Hold **A B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse

X-MEN 2: CLONE WARS

Level Skip

Pause the game and press **Left + C** Then press **Up, Up, Left, Down, Down**, then simultaneously press **Right** and **C**.

ACTRAISER 2

Special Passwords
Enter the password **X x x x Y y y y Z z z z** to fight the boss from the original *Actraiser*
Enter the password **M F M J T V S Y F V P X** to start at the final stage of the game with 38 lives in reserve
Enter the password **M T k M S k T k H N S H** to see an ending sequence with a drawing of the game's designers

AERO THE ACRO-BAT

Level Select/Skip
At the Start/Options screen, press **D, A, D, Y, D, A, D, Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up, X, Down, B, Left, Y, Right, A, L, R**. A jingle will sound. Now you can skip any stage by pressing the **SELECT** button while the game is paused. To access the level-select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will appear.
Infinite Stars/No Enemy Collisions
To enable extra cheats, enter the code **L, R, X, B, Left, Up, Right Down, Y, A** at the level-select screen. This gives you a modified level-select menu with added options.
To get infinite stars, press **A, Y, L, Up, Down, R, A, Y, Right, Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.
To get the "No Enemy Collision" option to work, press **Down, A, Y, R, Y, B, Up, L, Y, A** at the modified stage-select screen.

ALIEN 3

Passwords
Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL

ARCANA

Stage Select
At the title screen, press **Down, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, Left, Right, Up**, then press **A** to start on Stage 2, **B** to start on Stage 3, **X** to start on Stage 4 or **Y** to start on Stage 5.
Sound Test
At the title screen, hold **L, R** and **8**, then press **START**.

BASS MASTERS CLASSIC PRO EDITION

Passwords
Amateur Circuit, Lake Calabasas, Day 3:
0 L F B 8 B L L B
B B L K F 4 T F W
N 8 P G B B B B G
Pro Circuit, Lake Calabasas, Day 3
1 M 0 C V B L B B
B N L H 5 B 0 4 3
L V S Q B C 0 B H

BUBSY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.
All Levels Complete
Up, A, A, A, Down
50 Lives
B, Up, B, SELECT, Y
Invulnerability
X, A, B, Y, Up, Down

CACOMA KNIGHT IN BIZYLAND

Secret Cheat Menu
At the player select screen—the one that says "1P VS COM," etc.—press **Up, Up, Down, Down, Right, Left, Right, Left, B, A** on Controller 1. A "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CLAY FIGHTER

Play as the Boss
Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option, Player 2 will be controlling N. Boss.

CYBERNATOR

Extra Continues
At the title screen, highlight the word "Option" and then press and hold **Up, L, R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.
Napalm Gun
When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the **X** button and you'll find that you have acquired a super-powerful "Napalm" gun.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode
Go to the "Sound Test" and listen to the following sounds in order: **0B, 29, 2C** and **05**. Exit the Options menu and start the game. When you're in trouble, press **A+B+X+Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A+B+X+Y** and press **SELECT**.

DINO CITY

Password
Final Level—B S S Z 9 E 5 0 H 4 H 4
Note: The "E" should be reversed.

DONKEY KONG COUNTRY

50 Lives
Highlight "Erase Game" and enter the code **B, A, R, R, A, L** (BARRAL). You'll hear a chime.
Music Test
Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y** (DARBY DAY). You'll hear a chime. Use the **SELECT** button to cycle through the sounds.
Two Player Competition
Highlight "Erase Game" and enter the code **B, A, Down, B, Up, Down, Down, Y** (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.
Practice Bonus Rounds
Enter **Down, Y, Down, Down, Y** (DYDDY) during the game's intro.

DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST

Music Test
At the "Select Game" menu, choose an empty save slot as if you were about to start a new game, then, when the player select menu comes up, highlight "Two Player Contest" and press **Down** very quickly five times. The Music Test will appear. Press **Right** or any of the four action buttons to advance to the next tune, or press **Left** to go back through the list of names.
Cheat Mode
Access the Music Test as described above, then press **Down** very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:
"YA SAD LAD"—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down**; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.
"BARRAL AX"—Highlight "Cheat Mode" and press **B, A, Right, Right, A, Left, A, X**; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.
75 Kremcoins
Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon, just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE!

Play With Blocks
At the "Game Over" screen, wait for the song to finish playing, then you can make the blocks jump up and play musical notes by pressing the **L, R, A, B, X** or **Y** buttons.
Cheat Passwords
At the "Select Game" menu, highlight the saved game you want to play in and press **L, R, R, L, R, R, L, R, L, R**. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words, you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:
LIVES—Enter this password to start the game with 50 lives.
ASAVE—With this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong.
COLOR—This code makes Dixie's clothes purple and Kiddy's pajamas green. It also changes the colors of the flags that mark each completed level accordingly.
HARDR—This code is supposed to make the game more difficult, but we haven't figured out how it works just yet.
TUFST—Entering this password makes the game harder by removing all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 105% completion rating.
MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif, it also changes the stars and bananas in the bonus stages to ornaments and presents.
MUSIC—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.
WATER—Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the waterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence correctly, you'll be rewarded with up to 85 bonus coins, enough to pay Boomer Bear to blast away all of the obstacles in the lost world of Krematoa.

EARTHWORM JIM

Cheat Menu
Start the game, press **START** to pause, then press **A+Left, B, X, A, A, B, X, A**.

EARTHWORM JIM 2

Super Cheat Code
During the game, press the **START** button to pause, then enter the following code while the game is paused: **SELECT, Left, Right, A, X, X, Left, Right**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item.

EQUINOX

Invincibility
At the title screen, press **L, L, R, R, L, L, L, R, R, R, L, L, R, R, L** and **R**. The copyright box will turn green if you did the trick correctly.

EXTRA INNINGS

Hidden Scenes/Sound Test
Go to the "Mode Select" screen, hold the **L** and **R** buttons and press **START, Y** or **B**. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

FINAL FIGHT

Secret Option Menu
At the title screen, hold the **L** button and press **START**. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test, use the **R** button to hear the sounds and music.

FINAL FIGHT 2

"Same Player" Code
At the title screen, hit **Down, Down, Up, Up, Right, Left, Right, Left, L, R**. The screen turns blue, now both players can pick the same fighter.

THE FLINTSTONES

See End Credits
Enter the password "HOAGIE TAKES COLD TREES"
Invincibility
Enter the password "MS STONE MAKES WEIRD JELLY"
Stage Skip
Enter the password "BARNEY GRABS BLUE TREES". During the game, press **START** to pause, then press **X** to skip to the next stage or press **B** to skip to the end of the game.

FRANTIC FLEA

Passwords
Zone 1-1—C L Q C K
Zone 2-1—D J X C T
Zone 3-1—J M G V B
Zone 4-1—M J D S X
Zone 5-1—D T N Z Z
Zone 6-1—V S N X D
Prison—S T C V C

GEORGE FOREMAN'S KO BOXING

Passwords
Fight 1—2413-41-14-2133
Fight 2—4231-14-41-1233
Fight 3—1324-14-41-3321
Fight 4—2324-34-14-1323
Fight 5—3243-43-41-1323
Fight 6—4323-34-14-3132
Fight 7—2312-43-41-1233
Fight 8—1441-21-13-4142
Fight 9—4114-11-23-1424
Fight 10—2233-44-21-1224
Fight 11—1112-44-13-1343
Fight 12—2121-31-42-3241
Fight 13—4334-14-34-4432
Fight 14—3443-41-43-2443
Fight 15—1314-24-41-4212

HAGANE

Infinite Continues
Go to the configuration screen. Highlight the **Music** option and play **9, 8, 7**, and **6** in that order.

THE IGNITION FACTOR

Level Warps
To start at any stage, hold the **L** or **R** button on Controller 2 when you start the game with Controller 1. Holding **R** will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.
Secret Level
If you hold *both* the **L** and **R** buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another game for the Super NES.

JURASSIC PARK II

Infinite Continues
At the Mission Select screen, press **L, L, L, R, R, R, L, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R**. Now you can continue the game indefinitely.

KEN GRIFFEY JR.'S WINNING RUN

Secret Cheats
The following codes will only work in two-player mode.
• Max Ability—Pause the game and press **A, Right, Down, Left, A, Down, SELECT**. This will power-up your team's players for the current half inning.
• Slow Down—Pause the game and press **Left, A, Right, Down, Y, SELECT**. This will slow down the opponent's players for the duration of the current half-inning.
• Randomize Pitches—While batting, pause the game and press **Left, Y, A, Right, SELECT**. This will change your opponent's pitches to random throws for the duration of the current at-bat.
• Super Pitches—While pitching, pause the game and press **B, A, Down, B, A, Left, Left, SELECT** to supercharge your pitches for the duration of the current at-bat.
• Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the

game and press **B, Y, B, Y, SELECT**, any fair ball hit during the currant at-bat will be a home run
Night Games
In a one- or two-player game, press **START** to pause, then press **SELECT, Down, A, Y, START**. The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums.

MAGIC SWORD
Secret Menu
Highlight "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

THE MASK
Cheat Menu
At the options screen, press **A, B, X, Y, L, R, L, A, B**. If you've done this correctly, you'll get a secret "Cheat Options" menu that allows you to give yourself unlimited lives, energy and morph ability. If you turn the "Level Selector" option on, you can skip stages at the level map screen by pressing the **SELECT** button.

MORTAL KOMBAT
Secret Boss
To find the secret character, Reptile, you must play in one player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

MORTAL KOMBAT II
Endurance Mode
At the Start/Option screen, hold the **L** and **R** buttons on top of the controller and press **START**. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight, you can even choose the same four characters. Press **SELECT** to have the computer pick four characters at random. Once the eight fighters have been chosen, press **START** to begin the match, a two player elimination battle.
Note: Each of the following special codes must be entered *quickly* at the character-select screen.
Near Invincibility + 1-Hit Opponent "Danger" Mode
Quickly press **Down, Up, Right, Up, Left+SELECT** at the character select screen.
30 Credits
Quickly press **Left, Up, Right, Down, Left+SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.
Extra Fatality Time
Quickly press **Up, Up, Left, Up, Down+SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five second limit.
Go Directly to Shao Kahn
Quickly press **Right, Up, Up, Right Left+SELECT** at the character-select screen.
Go Directly to Kintaro
Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen.
Go Directly to Smoke
Quickly press **Up, Left, Up, Up, Right+SELECT** at the character-select screen.
Go Directly to Jade
Quickly press **Up, Down, Down, Left, Right+SELECT** at the character-select screen.
Go Directly to Noob Saibot
Quickly press **Left, Up, Down, Down, Right+SELECT** at the character-select screen.
Disable Throws
Immediately after choosing your characters in two player mode, hold **Down** and **HIGH PUNCH** on both controllers until the match begins.

MORTAL KOMBAT 3
Tournament Mode
At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.
"Kool Stuff" Menu
At the main menu, press **Up, Up, Down, Down, Left, Right, A, B, A**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.
"Kooler Stuff" Menu
At the main menu press **SELECT, A, B, Right, Left, Down, Down, Up, Up**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games).
"Scott's Stuff" Menu
At the main menu press **X, B, A, Y, Up, Left, Down, Right, Down**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs screen" codes.

MR. DO!
99 Lives
When the Universal logo appears at the beginning of the game, press **Left** eight times. When the game starts, you'll have 99 lives in reserve.
Stage Select
When the Universal logo appears at the beginning of the game, press **Down** eight times. When the main menu appears, you'll find a stage-select option; press **Left** or **Right** to choose your starting stage number.
Change Title
When the Universal logo appears at the beginning of the game, press **Up** eight times. Now the title screen will say "Mr. Do!"

NBA HANGTIME
Secret Characters
Select "Enter Name" at the "Choose Option" screen, then enter one of the following names with the PIN number shown to play as a secret character:
Olav—OLAV 2509
Chris—CHRIS 0912
Nils—NILS 5555
Che—CHE 6581
Kungen—KUNGEN 1414
Henrik—HENRIK 6502
Johan—JOHAN 1911
Turmel—TURMEL 0000
DiVita—DIVITA 0000
Team Photo
Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the SNES *Hangtime* design team.
Secret Power-Ups
Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.
No Tag Arrow—Press **Left, Left, B, R**
Rooftop Court—Press **Left, Left+Y, Left, Left+Y**
City Court—Press **Down+B, Down, Down+A, Down, Down+X, Down, Down+Y, Down**
Jungle Court—Press **L, R, SELECT, START, Up, Down, A, B, Y, X**
Grand Champion Demo—Press **START, Y, Right, A, B, Up, START, Up, Down, Down, START, L, A, Down, Down**
Unlimited Turbo, Hyper Speed, Max Block, Max Speed, Fast Pass—Press **Up, Right, Down, Left, START, A, B, Y, X, SELECT**
Computer Assistance Off—Press **Right, Right+B, Right, Right+B**
In addition to the above codes, the following power-ups can be activated by using the **Y, B** and **A** buttons to change the numbers at the bottom of the screen as follows:
Tournament Mode—111
Fast Pass—120
Stealth Turbo—273
Max. Speed—284
Unlimited Turbo—461
No Pushing—390
Hyper Speed—552
Max Block—616
Max Steal Ability—709
Max Power—802
Goaltending Allowed—937

PINOCCHIO
Refill Energy
Whenever you're low on energy during the game, press **START** to pause, then press **Right, Left, X, X, X, Up, Down**. When you unpause your energy will be maxed out.
50 Lives
At the main menu—the one that says Start/Options—press **B, Up, B, B, L, Y**. When you start the game, your life counter will show "9", but you really have 50 lives.
Stage Select
At the main menu—the one that says Start/Options—press **L, Up, X, Up, R, Y, START**. A stage-select menu will appear. Choose a stage with the D pad, then press **START** to go there.

POWER INSTINCT
Play as Super Otane
At the Game Start screen, put the cursor on V S Mode. Hold down **Y, B, A** and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the **L** and **R** buttons. While you're holding the **L** and **R** buttons, punch in the code **X, Y, B, A**. Select the second player to go to the Stage Select screen where you should just press **START**.

REALM
Invincibility/Stage Skip
At the Start/Options screen, press **Up + R + X + B + START** simultaneously and continue to hold them down until the screen goes black. When the game starts, you'll have infinite health; you can also skip to the next stage at any time by pressing **SELECT + START** simultaneously.

ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY
Easy Level Passwords
Level 2: COMICS
Level 3: MELBA
Level 4: HIPPO
Hard Level Passwords
Level 2: BLAZEZ
Level 3: O-TOWN
Level 4: GRIFES

SAMURAI SHODOWN
Play as Amakusa
At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game, at the character select screen, hold **L** and **R** and Amakusa will appear. Press **START** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

STREET FIGHTER ALPHA 2
Secret Stage
Select "Versus Mode" and choose your characters. When the stage-select menu appears, highlight Sagat's stage and hold the **START** button for four seconds, then press an action button before you release **START**. You'll get to fight in a secret stage, a grassy Australian field.
Play as "Classic" Chun-Li
At the character-select screen, highlight Chun Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged" move.

STREET FIGHTER II
Character Vs. Same Character
As the Capcom logo is starting to appear at the start of the game, quickly press **Down, R, Up, L, Y, B**. You'll hear a sound to confirm the code, now both players can choose the same fighter in a two player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen, this previously-inaccessible tune is the song that plays at the end of the game.
Remove Energy Bars
Select "Option Mode" from the main menu and simply press the **START** button to return to the title screen, repeating this process *27 times*. Once you've done this, you should be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

SUPER BUSTER BROS.
Level Select
Press **START** at the title screen, then, when the "Select Game" screen appears, press **L, R, R, L, Up, Down**. A stage number will appear in the middle of the screen, choose your starting level and press **START**.

SUPER GHOULS 'N GHOSTS
Stage Select and Sound Test Screen
From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

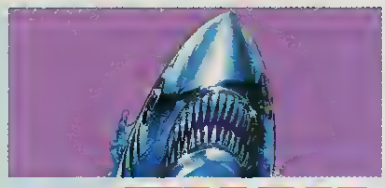
TAZ-MANIA
20 Continues
Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** at the "OPTIONS" menu.
Stage Select
Press **A, Y, A, Y, X, Y, B, A, R, L** at the "OPTIONS" menu.

TETRIS ATTACK
Speed Code
When you first turn the game on and you hear a girl's voice say, "Nintendo!", quickly press **B, A, L, L**. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place, Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the speed code in place.
Play as the Bosses
Start a two player game and choose "Time Trial" or "Vs." mode. When the character-select screen appears, hold the **L** and **R** buttons on both controllers. The game's four bosses will appear as playable characters.
Extra Hard Mode
Start a one-player game in "Vs." mode. When the "Set Level" screen appears, highlight "Hard", hold Up on the D pad and the L button and press **A** or **START**; the bottom half of the screen should turn red to confirm that you are now playing in Extra Hard mode.

ULTIMATE MORTAL KOMBAT 3
Tournament Mode
At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.
Play as Human Smoke
Choose Smoke at the character-select screen, then press and hold High Punch + High Kick + Block + Run and point the D-pad away from your opponent (Left for Player 1, **Right** for Player 2.) When the fight begins, Smoke will change into Human Smoke.
"Kool Stuff" Menu
At the main menu, press **Right, Up, B, B, A, Down, Up, B, Down, Up, B**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.
"Kooler Stuff" Menu
At the main menu, press **Up, B, A, Left, Down, Y**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do, among other cheats. You can also activate Motaro as a playable character (only in two player games).
"Scott's Stuff" Menu
At the main menu, press **B, A, Down, Down, Left, A, X, B, A, B, Y**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs screen" codes, including disabling throws, blocks, sweeps and/or combos.

YOGI BEAR
Stage Select
At the title screen, press **Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down**.

YOSHI'S COOKIE
Stage Select
On a one player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold **Up** and press **SELECT**. "Round 11" should appear, press **SELECT** to advance stages.



GAME SHARK

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

BRAHMA Force: The Assault on Beltlogger 9
800E0CA6F-FFFX—Breaker Mortar
800E0CA4-FFFF—Dual Buster and Mobs
800E0D2A-0680—Infinite Laser Energy

Broken Helix
8006FE5E-0119—Force Field Device
8006FE4C-0110—Gas Card
8006FE76-0125—Grenades
8006FE34-0104—Key 1
8006FE36-0105—Key 2
8006FE38-0106—Key 3
8006FE60-011A—Key 4
8006FE3C 0108—Key 5
B006FE3E-0109—Key 6
8006FE6E-0121—Key 7
8006FE70-0122—Key 8
8006FE72-0123—Key 9
8006FE74-0124—Key 10
8006FE30-0102—Large Energy

Codename: Tenka
80019DEa-0001—Burst Laser
B0019DE8-0001—Dual Laser
80059A70-0014—Infinite Laser Power

Contra: Legacy of War
800DC784 0009—Infinite Health, Player 1

Cool Boarders
B018EF30-01A0—Camera Angle 1
80016210 0001 + 80016212-0001—High Scoring
B005D0C6 ffff + 8005D1D2-FFFF—Score Sheet

Darklight Conflict
8010E564-0000—High Durability
B00B702B 1E00—Infinite Energy

Descent Maximum
B00E933A-0063 + 800F8668-0009—Always have Earth Shakers
800E9302-03E7—Infinite Shields
800E9316 270F—Infinite Vulcan Ammo

Destruction Derby 2
B008A344-0000 + 8008A34C 0000 +
8008A354-0000 + 8008A35B-0000 +
8008A360-0000 + 8008A368-0000—Infinite Armor
80095692-03E7—Score 1,000 Points

Formula 1
8009DC02 0001—Buggy Mode
8009DC04-0001—Lava Mode

K-1: The Arena Fighters
800B448C-03EB + B00B44C4-03E8—Infinite Health, Player 1
800B44C0-03E8 + B00B44C8-03E8—Infinite Health, Player 2
B00B44B8-01F4—Infinite Stamina, Player 2

Overblood
800EF4F0-0001—Anti-Gravity Device

Peak Performance
8009CA0C-0000 + 800A1FF2-0000—Place 1st

Porsche Challenge
800CA58E-0101—Hyper Car and Invisible Car
800CA58A-0001—All Cars Jump

Star Wars: Dark Forces
800950A2-FFFF—Auto-Gun
800950BE-FFFF—Blue Key
80095108-03E7—Infinite Blaster Ammo
B009512C-0064—Infinite Health
B009511C 03E7—Infinite Mines
80095128 0064—Infinite Shields
80095114-03E7—Infinite Thermal Detonators
800950AA-FFFF—Jeron Fusion Cutter
800950A6-FFFF—Packered Mortar Gun
B00950B6-FFFF—Red Key
800950BA FFFF—Yellow Key

VMX Racing
B0164260-00FF—Points Becker
80162350-00FF—Points Cooper
801632DB-00FF—Points Duncan
B01613CB-00FF—Points Emitt

VR Baseball '97
8005BEF0-0000—Away Team Scores 0
80058EEC-0000—Home Team Scores 0

Wild Arms
80134150 0008—Infinite Bullets for Rudy
801341DC-FFFF—Infinite Gella
80133E58-0500—Infinite HP for Cecilia
80133E24-0500—Infinite HP for Jack
80133DF0-0500—Infinite HP for Rudy
80133E5C-03E7—Infinite MP for Cecilia
80133E2B-03E7—Infinite MP for Jack

Saturn

Albert Odyssey
F6000914-C305 + 86002800-0000—Master Code
16036936-FFFF—Infinite Gold
16036682-FFFF—Quick Level Gain for Pike
160366E6-FFFF—Quick Level Gain for Eka
1603671A FFFF—Quick Level Gain for Leos
1603674E-FFFF—Quick Level Gain for Gryzz

Andretti Racing
F6000914-C305 + 86002800-0000—Master Code
160838F6-FFFF + 160B3906-FFFF +
160B3916-FFFF + 160B3926-FFFF—Indestructible Tires, Player 1
16083056-FFFF + 160B3D66-FFFF +
160B3D76-FFFF + 160B3D86-FFFF—Indestructible Tires, Player 2

NBA Live '97
F6000914-C305 + 86002800 0000—Master Code
160835C6-00FF—Maximum Fatigue
160835E6-00FF—Maximum Field Goals
160B3606-00FF—Maximum 3-Pointers
16083626-00FF—Maximum Free Throws
16083646-00FF—Maximum Dunking
16083666-00FF—Maximum Stealing
160B36B6-00FF—Maximum Blocking
160836A6-00FF—Maximum Offensive Rebounds
160836C6-00FF—Max Defensive Rebounds
160836E6-00FF—Maximum Passing
16083706-00FF—Max Offensive Awareness
16083726-00FF—Max Defensive Awareness
16083746-00FF—Maximum Speed
16083766-00FF—Maximum Quickness
16083786-00FF—Maximum Jumping
160B37A6 00FF—Maximum Dribbling
160B37C6-00FF—Maximum Strength
160837E6-00FF—Maximum Shot Range

Manx TT Superbike
F6000914-C305 + 86002800-0000—Master Code
1606F3DA 0000—Place 1st
16088A7E-02CE—Infinite Time

Mortal Kombat Trilogy
F6000914-C305 + 86002800-0000—Master Code
16083ED4-00A6—Infinite Health, Player 1
16083ED4-0000—No Health, Player 1
1608404C-00A6—Infinite Health, Player 2
1608404C 0000—No Health, Player 2

WarCraft II: The Dark Saga
F6000914-C305 + 86002800-0000—Master Code
160D560A-270F—Infinite Lumber (Humans)
160D564A-270F—Infinite Gold (Humans)
160D568A-270F—Infinite Oil (Humans)

Williams Arcade's Greatest Hits
F6000914-C305 + 86002800-0000—Master Code
360EA411-0003—*Defender* Infinite Lives, Player 1
360CA413-0003—*Defender* Infinite Smart Bombs, Player 1
360EA44e 0003—*Defender* Infinite Lives, Player 2
360CA450 0003—*Defender* Infinite Smart Bombs, Player 2
3608A299-0004 + 3608A29A-0005—*Joust* Infinite Lives, Player 1
360BA2A3-0004 + 3608A2A4-0005—*Joust* Infinite Lives, Player 2
3608C034-0004—*Robotron* Infinite Lives, Player 1
3608C070-0003—*Robotron* Infinite Lives, Player 2

Nintendo 64

Doom 64
800632DB-0001—Always Have BFG 9000
800632CF-0001—Always Have Chain Gun
800632D3 0001—Always Have Missile Launcher
B00632D7-0001—Always Have Plasma Rifle
800632E3-00FF—Gun/Chain Gun Ammo
800632EF 0064—Missile Ammo
800632E8-0064—Plasma/BFG/Weapons Ammo

Hexen
8013D877-00FF—Axe/Staff/Frost Shards
8013DB79 00FF—Hammer/Firestorm/Arc of Death
8013DB7D 00CF—Infinite Blue Mana
8013D87F-00CF—Infinite Green Mana
8113D84C-FFFF—Invincibility
8013DB7B-00FF—Quietus/Wraithverge/Blood

Killer Instinct Gold
801D3484-0069—Player 1 Unlimited Energy
801D34D4-000A—Player 1 Untouchable

Mario Kart 64
81164390-0000 + 81164392-0002—No Laps to Race

Mortal Kombat Trilogy
8016984D-00A6—Player 1 Unlimited Energy

NBA Hangtime
800A6689-0096—Team 1 Scores 150 points
800A6688-0096—Team 2 Scores 150 points

Star Fox 64
80157911-0040—Unlimited Lives, Player 1
B016DC13-0004—Unlimited Smart Bombs, Player 1

Super Mario 64
A032D58C-0001—Level Select
A125460E-FFFF + A125460C-240B +
A1254610 A54B + A1254612-0026 +
A1254614-1000 + A1254616-000C—Monsters don't hurt Mario

Turok: Dinosaur Hunter
B012BE5B-0001—Activate Mini Gun
80128E57-0001—Activate Pulse Rifle
80128E67-0001—Activate Quad Rocket Launcher
8012BE23-00FF—Unlimited Mini Gun Ammo
B012BE2B-00FF—Unlimited Quad Rocket Ammo
8012BE0F-00FF—Unlimited Tek Arrows

Wayne Gretzky's 3D Hockey
800E6A83-0032—Team 1 Scores 50 points
800E9FBF-0032—Team 2 Scores 50 points

Hello! C'est moi - Betty. I've moved to a new neighborhood in NYC's Lower East Side. The kids in the hood are lining up on the sidewalk to play Puzzle Bobble. The arcade machine is actually out on the sidewalk (right next to Fat Boy Foods) - which is fine for summertime, but now that it's getting a bit nippy, I want to do all my gaming indoors. I still consider the Puzzle Bobble machine the highlight of the neighborhood - that and Hong Kong Supermarket and Zafi's luncheonette and the Ritualarium. The ritualarium is very exclusive - for Jewish women only, so I'm not sure what goes on in there, but ritualarium sounds so intriguing. The other thing about this neighborhood - I'm always taking the bus instead of the subway. I find it very relaxing. SEE you — — Betty.



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